

INSIDE

OLDEST AND BEST AMIGA GAMES MAGAZINE

AMIGA ACTION

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DISK 1

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JUNE 1995

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ISSUE 71

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SPECIAL THANKS TO:

That drunk/drugged ~~bird~~ young lady at The Hacienda for slobbering over Daz Evans from off of Amiga Computing and putting a smile on his face and a canoe in his trousers, undercooked food for keeping Paul out of our hair for three days, everyone but us for going to Los Angeles, Monty's for her rational behaviour, software companies for their continued support of the Amiga, the Amiga for its continued support of the software companies, Steve for his burning hatred of Man Utd but eagerness to use the name if it means poxy Salford get into the Superleague, [with commiserations to our Keighley reader, but hey, it was never really on was it mate? - Gloating Steve]. And finally, to woolly jumpers, for saving Neil the expense of heating bills.



Coverdisk enquiries should be directed to the hotline number as detailed on page 8.

We regret that we cannot answer your disk and cheat queries over the phone, and neither can we respond to your letters in person. Unless there's something in it for us, obviously

Inevitability of the month: Buyout failure

News p10

We blow the lid off the Amiga UK farce and are first to the news that nobody wanted to hear. Plus there's some stuff about games and Virtual vests!



Subscribe p76

Here's your chance to get hold of the next 13 issues plus a brand spanking new game absolutely free! (Plus a small charge for the subscription. And the game.)

Superleagues p84

Sleek is the only word in the English language that fits our new, trimmed down leagues. Are there any new entries? Can't remember... sorry!

Public Domain p44

PD is back and raring to go once more in a two page extravaganza of AMOS games programmed in teenagers' bedrooms. Is there no stopping the talent of the Amiga's unsung heroes?



New! Poster p90

The second in our series of exclusive wall coverings. If your bedroom needs some brightening up then our June offering will suffice until you get something proper to do it!



Talkback p81

Paul was off ill this month so the letters pages have been delicately crafted by someone who cares about his work!

Swap Shop p88

This month's feature ad: Computer manufacturers for sale. Good price but most UK companies will struggle to afford. Sensible offers only please.

Reviews p16

Full price

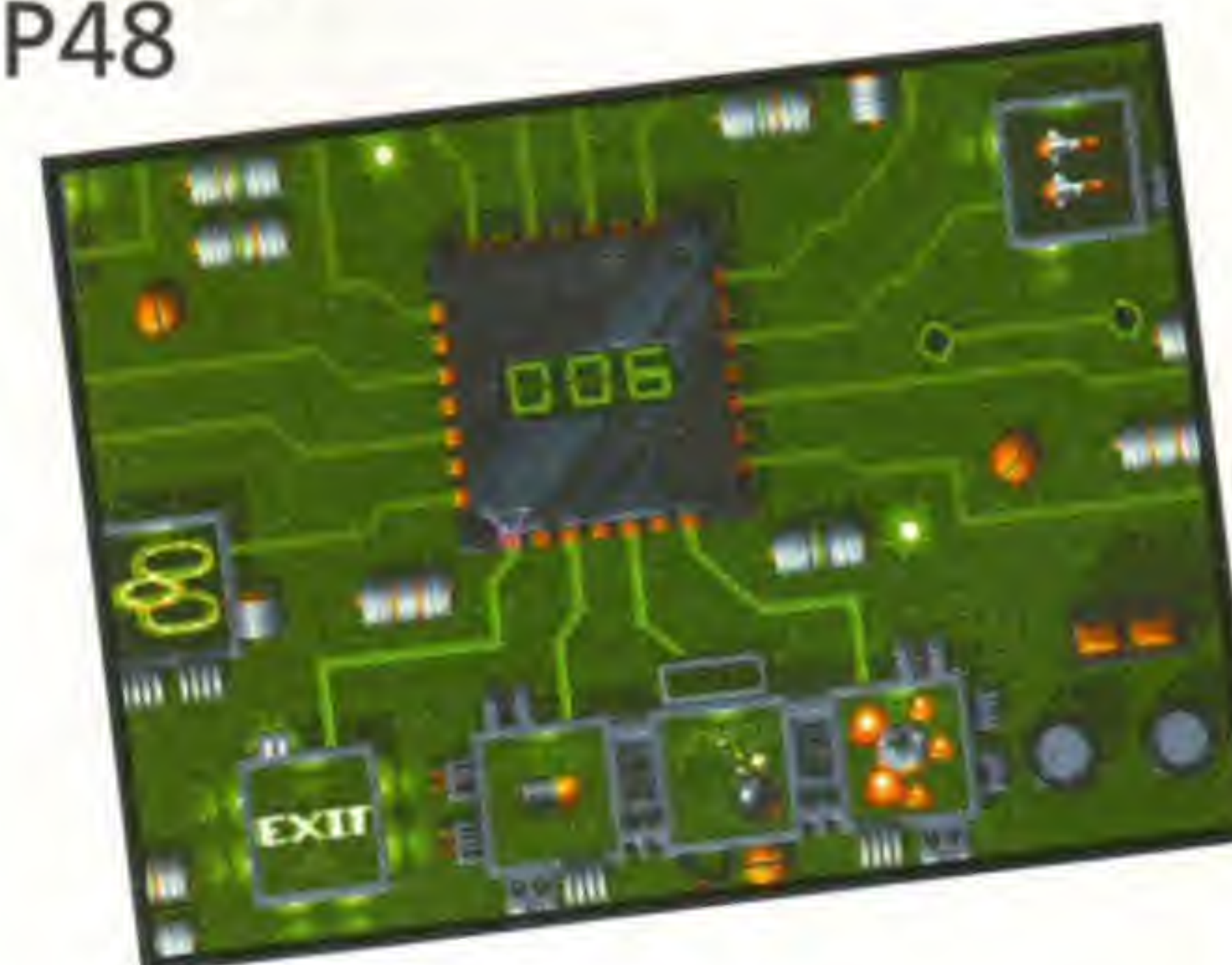
Battle Trucks.....	21
Brutal: Paws of Fury	16
High Seas Trader	25
Kingpin CD32.....	38
Pinball Illusions CD32	38
Pizza Tycoon	28
Shadow Fighter CD32	39
Speedball 2 CD32	37
Tower of Souls	34
Turbo Trax CD32	39
Ultimate Soccer Manager	22
Voyages of Discovery	30

Previews p48

Alien Breed 3D	52
Blood, Sweat & Fears.....	50
Chess Through the Ages.....	57
Coala	48
Evil's Doom.....	58
Virocop.....	56



Coala
P48



Virocop
P56



High Seas Trader

Fancy a bit of a sail? And a trade? Look no further!



Pizza Tycoon

MicroProse deliver but have they forgotten the salami?



Speedball 2 CD32

It's back and it's better than ever before.



Ultimate Soccer Manager

So is it the best of the current crop of footy manager games?



Alien Breed 3D

On the verge of completion, at long last.

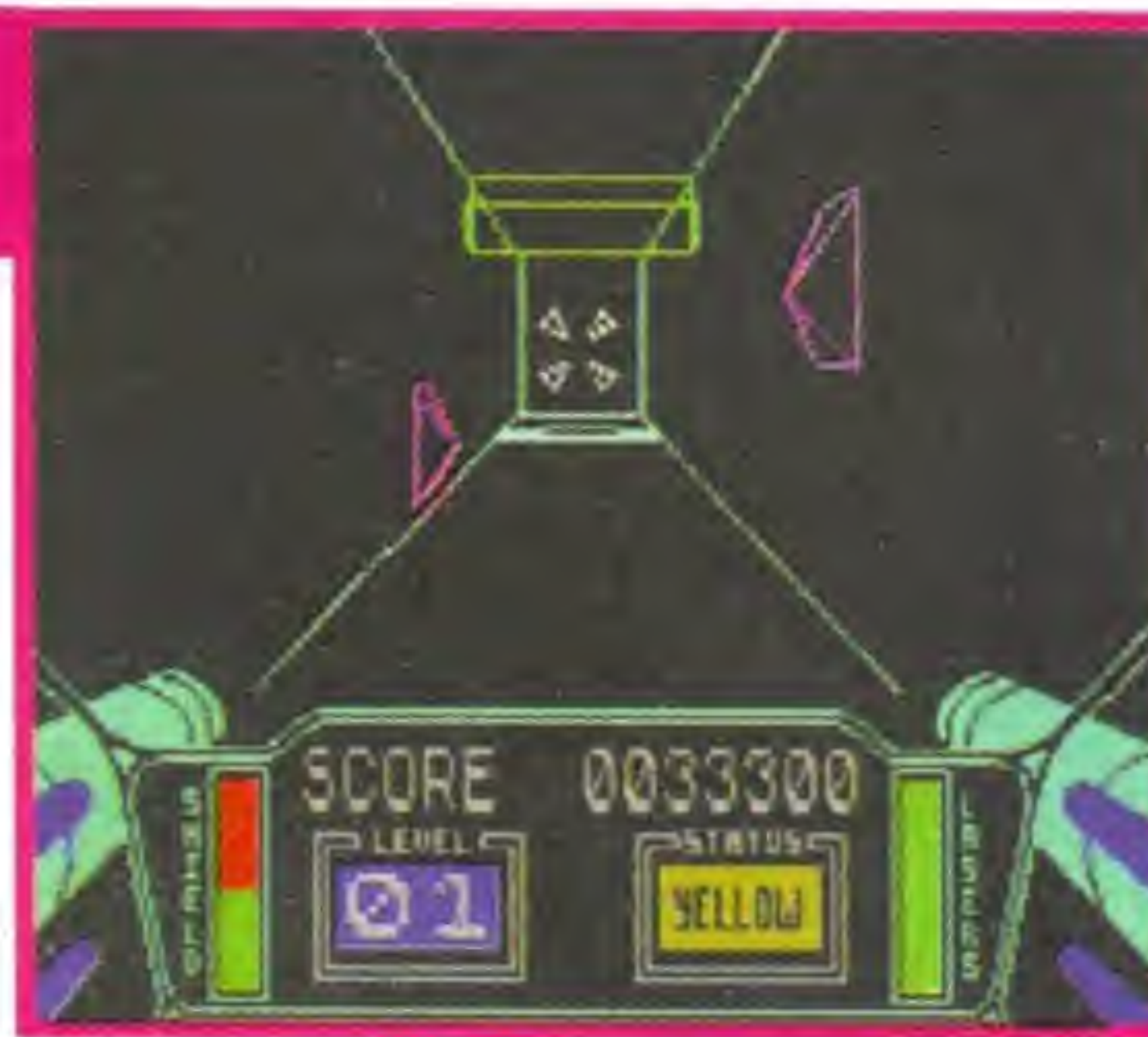
Features

You Speccy Get p46

Harp back to the golden days of 8-bit computers as we feature Spectrum guru Paul Walker and his bid to convert every Speccy game ever to the Amiga.

World Wide Wonders p40

A closer look at the Internet's World Wide Web and its uses. It's interesting too... honest, so don't miss it out just 'cos it's techie.



Game Guides

Valhalla: BTW part 2 p62

That's it. Completed! "I've finished it!", "I'm never going to play it again!" Ermmm, okay so there's two more levels to come. Blast!

Indy: Fate of Atlantis p66

Join the intrepid Indiana as he gets re-released on budget and solved within seconds of his arrival. Check this out if you're stuck!

Small Tips p70

Tiny, almost microscopic hints and tips for the stuck amongst you to grasp gleefully.

Son of Boggit p72

He smells and you know he does. He smells and you know he does. He smells and you know etc... A spokesman for the son of Boggit said that if there were any more derogatory references to his client he would be forced to take the matter further. Ooh, we're scared!



Budget Games p42

There aren't too many cheap releases this month but we've struggled through and managed to unearth two pages worth of penny-savers for the poorer amongst you. Then again, you could always go the whole hog and save up and buy a new game. Really? Never mind!



Coverdisks p6

BRUTAL: PAWS OF FURY

It's on the cover, it's in the magazine and it's even on the disk. Test the game for free with this extensive playable demo featuring two of the characters and a lot of the final options.

THINKAMANIA

Do you like memory games? Each month we try to remember why we bother but as a token of our appreciation here's that old favourite Match under a different guise. Turn the card, turn another card and so on!



SWOS UPDATE & BUG FIX & DEMO & PATCH &...

Yes it's the disk that will fix all your problems. If you have a copy of Sensible World of Soccer then you'll have doubtless encountered all the little bug-ettes that slipped through the original net. On this particular three and a half inches of blue plastic is the solution.

By following the clear instructions on the disk pages you will be able to update your original English version of SWOS with all the little bug fixes courtesy of Sensible themselves. It's easy to do and will only take up 10 minutes or so of your valuable time.

We've listed as many of the changes as we could find room for but there a whole host of other things that get fixed too! For instances, all the teams are updated, so Andy Cole is already at United without you having to buy him, and at last you can format a disk from within the game!

For non-owners of the game there's even a playable demo to tempt you to make the purchase. So, if you fancy playing as Newcastle United, you can give that a bash too and see what you've been missing for the past few months. Away you go...

This month's leading demo, Brutal – Paws of Fury, comes courtesy of Gametek and is what they claim to be the first ever non-violent beat'em-up to hit the Amiga. And damn fine it is too. We've also got the program that everyone's been waiting for, the Sensible World of Soccer bug-fix disk. It's capable of curing all those irksome little niggles that spoiled what was otherwise an incredible game. Turn the page for more details. Finally this month there's a memory game, Thinkamania, which will test the recollection skills of even the brainiest people right to the very limit. Enjoy!

Cover Disks

BRUTAL Paws of Fury

**Gametek
Not A500**

Put Disk One in your drive and follow the on-screen prompts to load the demo of Brutal – Paws of Fury. As you would expect with a beat'em-up, some of the moves are fairly complex, especially when you consider that the two characters in our one or two-player demo version, Rhai Rat and Kendo Coyote, are complete in every respect, special moves and all.

Basic fighting techniques

The joystick controls the characters' movements. Left and right are obvious, while up and down enable you to jump and crouch respectively. To get your character to punch or kick, press either ALT on the keyboard or fire on your joystick. To punch or kick harder, hold the fire button down or hold down ALT on the keyboard. While you do this, watch the bars in the top corners of the screen. These are each fighter's power meters, and when they are full they will punch or kick as hard as possible.

To throw a punch, move the joystick forward (centre, up or down) and press the fire button.

To perform a kick, centre the joystick (centre, up or down) and press the fire button.





Special Moves

Both characters in the demo have special moves, and to carry them out properly you should look at the key below and match your joystick movements to the relevant diagram. (Note that the diagrams assume you are facing to the right. If you are on the other side you should reverse the actions.)

Special Moves Key

Kendo Coyote

Hap-Ki-do - Diagram 5
Ki Force - Diagram 2
Five Rings - Diagram 12
Spinball - Diagram 8
Cannonball - Diagram 10
Headbutt - Diagram 7
Slam - Diagram 6
Taunt - Diagram 1

Rhai Rat

Berserk - Diagram 12
Lightning - Diagram 4
Tsumai - Diagram 3
Batter - Diagram 11
Face Pull - Diagram 9
Frenzy - Diagram 10
KO Punch - Diagram 7
Taunt - Diagram 1

Note: While our demo only contains sound effects, we would like to point out that when the finished version of Brutal - Paws of Fury hits the shops it will feature suitably atmospheric tunes as well. There, that's sorted.



Thinkamania

PD

A1200 only

Just to cram the disks to their capacity we've included this fun little kids game that everybody will enjoy. You'll all be familiar with the Match or Snap concept, where you lay pairs of cards face down and then systematically turn them over and try to remember where the other half of the pair is. When you successfully match a pair they disappear, get it wrong and the cards go back to being face down. So, see how good your memory is and plug in your mouse. Thinkamania is the best version of this type of game we've seen in the Public Domain to date. Simply follow the on-screen instructions to get the demo to depack. What on Earth could be simpler?



SWOS bug-fix update disk

Sensible Software/Time Warner Interactive
All Amigas



Amiga Action, in conjunction with Sensible Software, are proud to bring you the bug-fix disk that will solve most if not all of your Sensible World of Soccer blues. Many of the problems you've written in and told us about will be corrected thanks to this handy program, and there's a list below so you know exactly what it does. You'll need a UK version of the game for the bug-fixer to work, so most pirates are out of luck! And don't fret if you aren't fortunate enough to own a copy of SWOS because there's a demo on there that allows you to play as Newcastle against Manchester United.

Loading the update

Boot with the coverdisk in the drive. When it has loaded you will initially be asked to insert your original SWOS Disk One. Do this and follow all the on-screen prompts. Sorted!

What it includes

Here are some (but not all) of the changes. There simply isn't room to print some of the more minor ones!

F10 key (crowd chants on/off) now works for A500.

Italian League now gives three points for a win.

Players will eventually shake off knocks. Right and left sided players can now swap without such a drastic effect on performance.

Edit Tactics has been altered, but not drastically. Sensible wish to point out to people complaining about difficulty that teams can improve up to 20% if this option is used correctly.

Game no longer crashes occasionally when the sub goalie dives.

You can format a disk from within the game (HURRAH!)

Updated team data.

You can activate the bench to change formation or swap players around the pitch (you can't substitute them) when the goalie has the ball.

You can mix and match game types (Playing/Coaching/Result) in all competitions.

Player Coach and Coach teams are no longer as severely disadvantaged against computer opposition.

Attackers and wingers have been boosted.

The way a player's value is calculated has been changed and there is a value boost for goalscorers.

Tactics of the front two have been improved for 4-4-2 formations.

Home teams have a slight advantage over away teams.

Team form is affected by their current league position.

Form is more variable because players now have good and bad days.

There is much, much more to enjoy. You probably won't notice it all, but we promise that it makes the game better! Trust us, this disk is essential.

READ CAREFULLY

Here are the instructions on how to update your original SWOS disks. Be careful though because neither Amiga Action or Sensible Software can accept any liability for you being too thick to read properly. Here goes.

Put your coverdisk in the drive and wait for the logo to appear. Continue to wait for a few seconds until you are presented with an option of running the demo or updating SWOS. Choose the update.

You will be prompted to insert a blank disk for formatting. You shouldn't be able to format over your originals, but don't try anyway. Once the format is complete, label this disk SWOS update Disk Two.

Insert the coverdisk back into DF0 and click OK. Files will now be loaded from the disk into memory. You will soon be prompted to enter your new SWOS update Disk Two. Click OK to save the files from memory to the disk.

You will now be requested to insert your ORIGINAL SWOS Disk Two and then SWOS update Disk Two. These last two swaps will then be repeated until it's all done. When it's finished you should reboot your computer with the coverdisk in the drive.

Duff Disks

Very occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our special TIB Disk Helpline on:

01274 736990

between the hours of 9- 12.30 and 1.30 - 5 on weekdays. Alternatively you can contact our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorkshire. Thank you. And sorry.

HIT NAMES - HIT GAMES FOR YOUR AMIGA

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The One - 93%

"Excellent characters - superb... it will keep you playing and playing and playing and playing for weeks and weeks."

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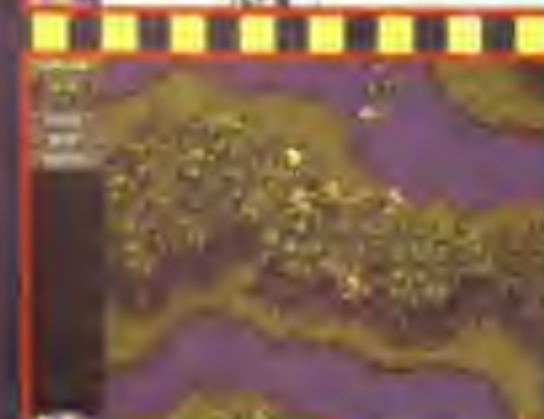
Amiga Power - 91%

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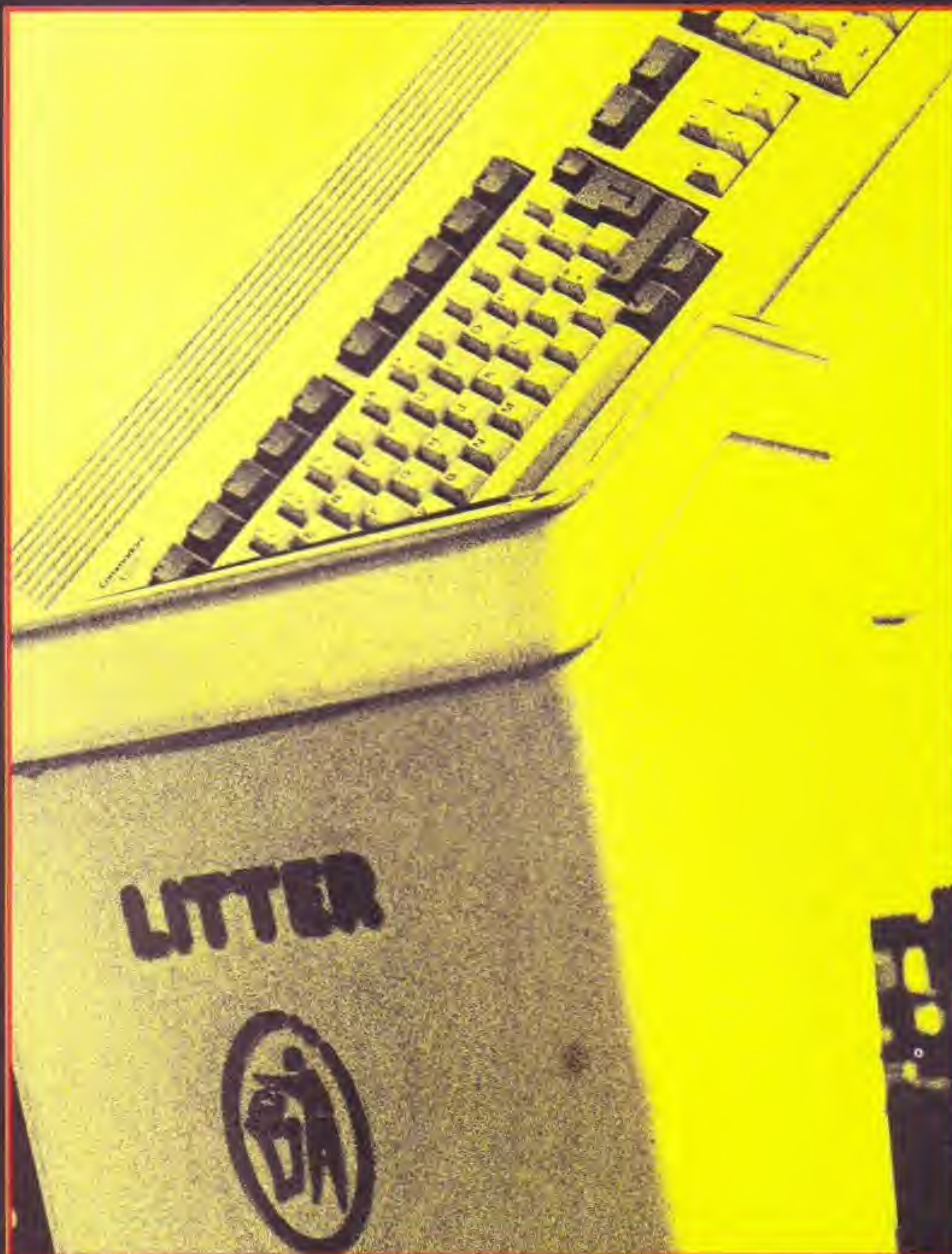


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IS THE AMIGA ON THE VERGE OF EXTINCTION?...

Commodore UK buyout fails

Do these four words mean the Amiga is dead?



[From the Official UK Amiga Newsline, Friday April 21 1995]

"During the last few days leading up to the bidding process for Commodore, it became clear that Escom and their associates, or Dell Computers, would have the financial muscle to overbid our independently financed offer. Faced with these circumstances the UK management buyout team took the decision to withdraw early and work with the winning bidder. In this way our ability to achieve our original objective of re-establishing the Amiga in a prominent position in the marketplace would be maximised."

What next?

But what does this mean? Are Escom (the apparent victors) willing to work with Commodore, or do they want the technology for themselves? Will they expand on the existing blueprints for a new Amiga and breathe new life into the market, or will they kill the Amiga off? And why? Was it Sarge? Was it Rosemary, the telephone operator? Or Henry, the mild-mannered janitor?

Unfortunately these questions go unanswered this month, as a meeting between Commodore and their arch rivals-turned-prospective business partners was to take place shortly after the magazine had gone to press. Obviously we'll know more then, but there's not a lot we can do to tell you about it at the moment. You've got two options, either ring the hotline number below for the latest info, or wait until next month when we'll endeavour to bring you the full sordid tale.

HOTLINE - 01628 779654

LEARN TO SPEEL... PORN CLAMPDOWN... 18 VIDEO

Spelling Test

Ten out of Ten continue their assault on the Amiga educational market with a highly useful 'suite' of six programs/games specifically designed to help children master basic spelling skills. Entitled Spelling Structured, this package features 36 challenges allowing children to work at their own speed, with their progress being automatically recorded as and when they make any.

All done in the usual Ten out of Ten style, this is highly enjoyable and will no doubt hold the interest of even the most restless child. The six games are Driller, Go-Kart, Keeper, Painter, Diver and AstroWord, and each is designed to be both taxing and fun at the same time.

If you'd like more information, including details of pricing and availability, you can give Ten out of Ten a call on 0114 278 0370.



You'll go blind

This month ELSPA has, as usual, been busy fighting against software piracy and debauchery, and as usual, they're quite happy to tell us about it. This time they've been calling upon the Home Office to increase police resourcing and training to help in the battle against black market computer pornography. It's clear to us that increased funding is essential, after all, it's not like the police have anything more important to do is it? Rape, murder, robbery, fuzzy digitised pictures of scantily clad women in 'erotic' poses. We're sure you'll agree, all equally serious offences.

John Loader, man of a thousand opinions, says, "Too few police forces in the UK have computer literate officers in their obscene publications units, and those that do are so inundated with work that they only have the resources to tackle the most unpleasant paedophile computer pornography. A large amount of material has to fall by the wayside."

"The fight against pornography is not helped by a belief that it is difficult to obtain a conviction in court for all but the most obnoxious material. Because of the way that computer pornography is particularly accessible by children, we believe that the Home Office should issue guidelines advising courts to interpret the Obscene Publications Act when dealing with computer pornography as if children were the intended audience."

Serious stuff, and as usual we'll be monitoring developments carefully.



Centre of excellence

When we first saw the Combi-Centre we couldn't help but wonder how we ever managed without one. Many has been the time when we've said, "You know, we could really do with a tacky plastic unit specifically designed to group together in a compact and neat arrangement the Amiga CD32, SX1 Expansion, monitor, keyboard, disk drive and other peripherals." Well

now our prayers have been answered, for that is exactly what the Combi-Centre from Premier Developments is.

But that's not all. With incredible foresight, Premier have developed the workstation to provide a snug fit for what they consider to be the inevitable release of a top loading A1200 CD Rom unit. This of course relies heavily on the return of Commodore as a

strong force in the market.

If you feel that your life is incomplete without a Combi-Centre, they are priced at £49.99 in Flat Packed Self Assembly, and are available from all good computer outlets. If you'd like further details they can be obtained from Premier Developments, 4 Third Avenue, Warboys, Huntingdon, Cambs, PE17 2SR, or by telephoning 01487 823684.

STOP PRESS

At the very last minute news has reached us that MicroProse have taken the decision not to release Pizza Tycoon on any Amiga format. This seems a shame to us because when we saw the game it was pretty much all there. Unfortunately we found out just too late to change the contents of the magazine and therefore the review still appears later in this issue. Sorry.

Gore Blimey Guv'nor

In a shameless attempt to cash in on the market for tasteless entertainment, Gamesmaster: The Gore Special has just been released on video. It consists of the Gamesmaster programme shown at midnight on Channel 4 on Friday February 13 this year. The original programme attracted over six hundred thousand viewers, but as an added bonus the producers have added a

further 24 minutes to the show, meaning even more 'blood, guts and brain-stompin' action.

Because of the violent and at times downright seedy nature of the video, it has received an 18 certificate.

So, if you're desperate for a cheap thrill then slip on your raincoat and head off to your local video emporium where you might just manage to get hold of a copy.



IS THIS THE ULTIMATE IN VIRTUAL GAMING?

Virtual vest

Virtual reality technology is about to take a giant leap forward thanks to Aura Systems Inc. This American company (who we'd never heard of until their impressive-looking and colourful press release arrived on our desks earlier this month), was set up in 1987 by a group of scientists and engineers primarily to facilitate, "product development, commercialisation and sales of systems and components using patented and proprietary electromagnetic technologies including electromagnetic high force actuator and actuated mirror

devices."

Now here at Amiga Action we haven't got a clue what any of that means, but in our opinion anyone who can use such big words must know what they're talking about.

And what is the result of all these years of painstaking research? The Interactor Vest, a product which it is claimed will add the elusive third dimension to gaming around the world, the ability to 'feel' the action taking place on screen.

Imagine the scene, you're playing Mortal Kombat II and you take a crushing, finishing blow to the ribs from your opponent. A series of magnetic devices will register the sound of the blow, jiggle themselves around a bit within the vest (which as you can see looks like one of those Laser Quest efforts), and give you a good crack at the same time, thus adding to the realism of the game. It is unclear at the moment how the vest will react to the death moves so popular in some of the games these days, but you would hope the developers have thought to put in a few safety precautions. If not, God help us all!

The intensity of the device can be altered, allowing you to control the ferocity of the blows that it delivers. This allows pansies and sado masochists alike to get total fulfilment from their gaming.

Actually, having said that, the vest isn't just limited to computer and console games, because it will connect to just about any device that emits sound - television and music are both fair game, although we wouldn't recommend that anyone connects it to Paul Roundell's backside.

You'll be able to immerse yourself in the action of your favourite films, actually feel the bass in your most played tunes, or if like Andy Sharp you're into 'rock' music, a small man jumps out of the vest, carves a pentagram on your chest and starts chanting. Backwards.

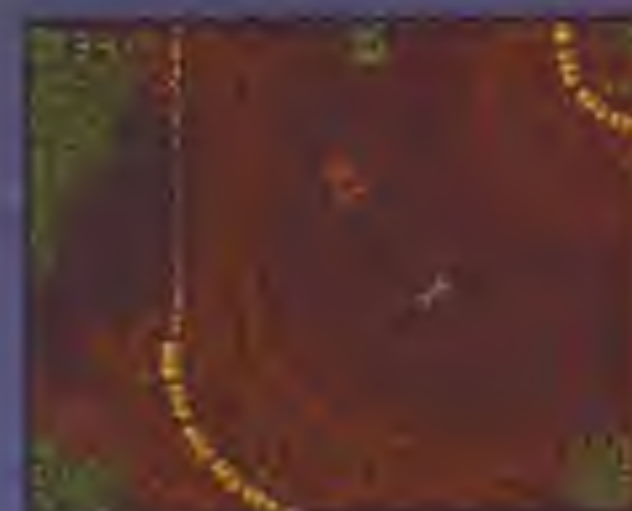
If you're excited by what you've read of this new product you may wish to know that the Interactor Vest should be available from Future Zone and Game stores very soon and it will be priced somewhere around the hundred quid mark.

There are also rumours of a planned thermal version for those chilly winter evenings and an Interactor String Vest for the more fashion conscious gamers, although it hasn't yet been disclosed as to quite how this would work.



Turbo TRAX

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CHARTS COMPILED BY
GALLUP

Full Price

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
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2	2	SUPER SKIDMARKS	ACID	£25.99	RACING
3	3	BEAU JOLLY COMPILATION	VIRGIN	£34.99	ER, COMPILATION
4	4	PREMIER MANAGER 3	GREMLIN	£25.99	SPORTS SIM
5	6	FIFA INTERNATIONAL SOCCER	ELECTRONIC ARTS	£29.99	SPORTS SIM
6	5	THEME PARK	ELECTRONIC ARTS	£29.99	STRATEGY
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9	8	CHAMPIONSHIP MANAGER ITALIA 95	DOMARK	£29.99	SPORTS SIM
10	10	JUNGLE STRIKE	OCEAN	£25.99	SHOOT'EM-UP

RISE OF THE ROBOTS



THEME PARK



11	18	CANNON FODDER 2	VIRGIN	£29.99	ARCADE STRATEGY
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17	★	EMPIRE SOCCER	EMPIRE	£29.99	SPORTS SIM
18	★	RISE OF THE ROBOTS	MIRAGE	£42.99	BEAT'EM-UP
19	★	KICK OFF 3	ANCO	£29.99	STRATEGY
20	★	BOROBODUR-PLANET OF DOOM	THALAMUS	£25.99	STRATEGY

★ = RE-ENTRY ⬆ = NEW ENTRY

Action reviews ▶

In true battling AA style we've come up with the goods yet again, despite an all too apparent lack of new releases



Every game in Amiga Action is given the mark we feel it deserves.

Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked

upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the

game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a

differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?



Brutal p16

This month's big game heats up the beat'em-up war to boiling point

Ultimate Soccer Manager p22

Impressions surprise everyone with a quality sports sim



Pizza Tycoon p28

Design impressive pizza toppings aplenty

Plus...

Battle Trucks p21

High Seas Trader p25

Voyages of Discovery p30

Tower Of Souls p34

Speedball CD32 p37



ACTION REVIEW

BEAT'EM-UP



The rat thing inspects the damage inflicted by a belly butt



Dr. Snuggles, friend of the animal world, tra-la-la-la. Yep, it's a jungle out there, as our very own beast of the fields **PAUL ROUNDELL** finds out in this new beat'em-up

Brutal: Paws of Fury



The lion's mouth gets all big and his tongue sticks out. Of it. Quite a long way



Kung Fu Bunny takes a slug in the nuts from something else that looks suspiciously like a rabbit, but isn't



A special move methinks. A smoke attack is imminent...

Nothing like a spot of rotor-blading ears to get yourself out of trouble when the going gets tough

A self-sacrificial kind of move, no?



Where do you go when the dust has settled around a dead M. Bison and your Streetfighter II character returns to his very own box on the intro screen, destined for a stationary, pixellated life? Why, you move on to Mortal Kombat; make the sprites smaller and less cartoony, give them more fluid moves and go hell for leather in an attempt to dispose of that bloke with loads of arms. And then what?

You step into the shell of a robot of course, and clank your way across a futuristic backdrop intent on destroying your similarly metallic adversaries before they can get their hooks into you, pausing only to stride athletically on to a basketball court and deal a couple of blows to the infamously macabre Puppaz.

Should the aggression have somehow failed to work its way out of your system by this point, the



Of course, this is even better...

Skinny Thing gets whacked by the Croc's tail. It stings



obvious, sensible, and of course responsible thing to do, is consume dangerously large amounts of alcohol and have a fight in a pub lavatory with someone who may or may not have been "looking at you funny".

Gametek disagree, arguing that having clobbered your way through numerous characters of differing skill, appearance and size, not to mention a good few Metal Mickey clones and a cloth thing on a stick, you're just about ready for the next challenge – fighting with fluffy animals. Well, not fluffy perhaps, but animals certainly.

Johnny Morris

The Dali Llama, not content with being a spiritual leader and friend of the Beatles, is also – through crafty animal-related wordplay – the chief animal in, it would seem, the whole world. Every year he scours the globe for the greatest warriors and takes them back to his island (which may or may not be in Tibet), to find out who possesses the true "Warrior Spirit".

And frankly that's fine by me, because in the computer game world of superfluous plots, it has to be said that the beat'em-up story is more redundant than most.

There are 10 characters, and contrary to recent beat'em-up trends, they're all completely original. Which, er, they'd have to be really, what with them being animals and all. A mixed bunch, they range from the quasi-ferocious sounding Karate Croc to the prospective punchbag that is Kung-Fu Bunny.

All of them lean towards the cartoon-like in appearance, but the first thing of note is the speed at which they move.

After choosing your fighters and waiting for the bell to sound against whichever of the backgrounds you're battling across, you manipulate the joystick left or right and your animal fairly hammers towards its adversary. They are in fact almost *too* fast, but not quite.

At the beginning each character has a complement of six basic moves with which to do battle, and since at this stage, thanks to the impressive speed, a simple punch or kick is all you can hope to carry out with any degree of intention, that's enough. As the game progresses and you win more bouts, the generous old Dali Llama awards you with special moves which, if you manage to perfect them in a set time, are

Take that, says the Dali. Not entirely fairly

Brutal: Paws of Fury



That smoke attack again. Only a bit further on, when the bloke's got all smaller

added to your repertoire, fuelling that Warrior Spirit.

Around half-a-dozen special moves per character can be earned throughout the game. They are all sufficiently different to make finding and using them interesting and fun, and they range from the sublime, such as the Dali's "Apocalypse", to the more ridiculous, eg Rhai Rat's "Face Pull".

Because of the cartoonish nature of the game, the programmers (or porters if you like, since this is a conversion of the Mega Drive game), have taken the time and effort to include some relevant comedy effects. The face pull is one such example, and care has been taken to tailor it to whichever character is on the receiving end. Most faces simply stretch down, but Ivan the Bear, being large of conk, finds just his nose taking on certain elastic properties, whereas the hooded Tai Cheeta (I think it's him anyway), is grabbed by his cloak-like garment.

Most important though is the way the game plays, and fortunately Brutal comes up to scratch in that department too. Once you've mastered one or two special moves you're away; the advantage of the computer opponents is lessened, and more opportunities for those all-important



Close your legs man, for heaven's sake. I've heard of a lion's pride, but please...

The Rat says, "Mercy me!" as he stares at a nasty veruca



Foxy chick kicks big bear in head. Shocker

victories open up. Considering its console origins, Brutal's control method is easy to get to grips with, and apart from a couple of notable exceptions that I came across, the special moves are for the most part accessible, with about as much logic as you could hope for in a one-button fighter.

There are a good range of moves too. Rather too often special moves can be a rough translation of "joystick movements which make your character fly forward really fast and inflict a lot of damage on your opponent in a none too

There's no rule that says you have to play fair...



Take that, you hooded fool. Pull... jostle...



Due to popular demand the smoke attack is back. Meanwhile, the bear dreams of the fox's honeypot in a pseudo-filthy kind of way



interesting way".

Admittedly there are some of these in Brutal too, but at the same time it's refreshing to see, for

example, a character take someone's head in his hands and give it a bloody good butt. There is also a tendency in many beat'em-ups (and this irks me greatly), for a certain lack of interactivity whilst a move is being carried out - almost as if the computer is saying, "Well done, you've pulled off a bit of a special move there, now sit back and watch this matey boy." Again though, due to the speed at which the sprites spin about, there's none of this in Brutal, because well animated and nice-looking as it is, the move is over in double quick time and you're back in the thick of things before you can say, "Nasty welt on the inside of your index finger caused by joystick friction".

If I had to come up with a downer for Brutal it would, somewhat paradoxically, relate to the speed. Basically it's incredibly difficult to pull off a



Take that, you big nosed fool. Struggle... tug...

Take that, you long eared fool. Yank... grab...



move mid-jump, and it's more than likely you'll have landed and taken a couple of pummellings before you've finished spooning about with the joystick. However, when connection of any sort is made, the sounds are sufficiently meaty and backed up by an acceptable, if not brilliant, background tune.

Terry Nutkins

Brutal doesn't pretend to be Streetfighter II and it doesn't try to be Mortal Kombat either. By and large it does its own thing, and - because I've neglected to mention it so far - the backgrounds are very nice indeed. The animal element is in some ways a white elephant (Woo-hoo), but a good few of the moves have been programmed with the sprites in mind, and in this respect it adds a new dimension. I mean, if you're going to incorporate a tail swish move you'll be needing an animal with a tail, won't you? **A**



There's a chemistry between us that you can't deny. I love you. I've always loved you. Kiss me and quench my thirst



A novel special move to say the least



The orange one, tired of winning a one-sided battle, gives himself a wedgy, right up the crack

Come on baby light my fire, try to set the night on FI-YERR! And he promptly does

THE LOW-DOWN

PUBLISHER Gametek

CONTACT 01753 553445

HD INSTALLABLE No

PRICE £25.99

GRAPHICS	88%
SOUND	84%
PLAYABILITY	90%
DIFFICULTY	Medium

Brutal is a beat'em-up with animal sprites, and I should imagine it wasn't too difficult to program. The bestial connection may well be looked upon as a gimmick, and to be fair it does provide a useful angle from which to sell the product, but with easy playability and great graphics, it's so much more than that. The programmers could perhaps have gone a little bit further in using the traits of the animals, but their characteristic strengths are included to a certain degree, and along with the cartoony effects they make Brutal an excellent game that is very much worth playing.

REVIEWED BY PAUL

SECOND OPINION

What is it with the Amiga and beat'em-ups lately? We've seen loads, and there's hardly been a poor one amongst them. Now there's Brutal: Paws of Fury, and whilst it's certainly no Mortal Kombat, it's yet another good quality punch'em product.

OPINION BY CHICKEN

OVERALL SCORE

90%

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ACTION REVIEW

RACING



Battle Trucks

Battle Trucks has got ANDY SHARP in a bit of a spin. He thinks he's back in the PD section

Before I begin this review in earnest I'll get all the usual idea behind the game stuff over with, then I'll tell you exactly why not to buy Battle Trucks.

The basic idea behind the game is to defeat your opponent over a short circuit by racing as fast as you can to get a full screen ahead of them; they'll then lose a life. To achieve total victory you have to do this not once, not twice, but three times. Alternatively you can barge them into one of the obstacles on the circuit, whether it be water or erm, water.

If you have the patience to persist through stage one, the circuits will become progressively more difficult. I feel I must point out here that the word 'circuit' is used in the broadest possible sense, as each stage involves pretty much a straight run to the top of the screen and then back to the bottom again.

As for the controls, well, to be honest, the whole thing is almost unplayable. Just attempting a slight alteration in direction can lead to an involuntary 360 degree turn. This

The most interesting screen by a long way



Check out the rather spectacular explosion from the blue truck

makes everything more frustrating than you could ever imagine, and your chances of keeping up with a computer controlled truck are virtually nil.

There are a few things you can do to halt your opponent's progress, and these involve entering a shop at the beginning of the game. If you've got the dosh you can buy a winch to stop the other driver from getting too far ahead, thereby improving your chances of winning a race. There are a small number of missiles to choose from, and for the less violent amongst you there is always the nitro option – a lot less messy but it makes life more difficult in the long run.

If you persevere through the races you will receive bonus money to improve your truck, weapon supply or nitros. Other than that there's nothing left to say. Sorry. **A**

Battle Trucks can be purchased from:
Base 2
Home Farm Cottage
Everingham
York
YO4 4JD.

THE LOW-DOWN

PUBLISHER Base 2
CONTACT N/A
HD INSTALLABLE No
PRICE £9.80

GRAPHICS	18%
SOUND	15%
PLAYABILITY	9%
DIFFICULTY	Very Hard

When I was presented with Battle Trucks to review I thought the short straw had been handed to me by default, and guess what? I was right. The most right I've ever been. Ever. This really is as poor as they come. Spread over three disks – yes three disks – Battle Trucks has probably been the most pointless waste of my time ever. When I reach my death bed I'll feel cheated of a couple of hours of my life. How I wish I could have them back now. If you even consider buying this you will know exactly how I feel. Can I please, please, please go now? Pretty please? Thankyou.

REVIEWED BY ANDY

OVERALL SCORE

17%

ACTION REVIEW

S P O R T S S I M



A1200

TERM SELECTION									
NO	PLAYER	MP	TA	GB	AN	SO	PP	GB	ADD
1	PERKINS	78	21	52	28	63	100	100	100
2	PARKINSON	20	45	52	28	63	100	100	100
3	VERNICK	24	45	52	28	63	100	100	100
4	DAVIS	24	45	52	28	63	100	100	100
5	WATSON	24	45	52	28	63	100	100	100
6	WATSON	24	45	52	28	63	100	100	100
7	WATSON	24	45	52	28	63	100	100	100
8	WATSON	24	45	52	28	63	100	100	100
9	WATSON	24	45	52	28	63	100	100	100
10	WATSON	24	45	52	28	63	100	100	100
11	WATSON	24	45	52	28	63	100	100	100
12	WATSON	24	45	52	28	63	100	100	100
13	WATSON	24	45	52	28	63	100	100	100
14	WATSON	24	45	52	28	63	100	100	100
15	WATSON	24	45	52	28	63	100	100	100
16	WATSON	24	45	52	28	63	100	100	100
17	WATSON	24	45	52	28	63	100	100	100
18	WATSON	24	45	52	28	63	100	100	100
19	WATSON	24	45	52	28	63	100	100	100
20	WATSON	24	45	52	28	63	100	100	100

Now who should I drop?

Each club has its own stadium. This is Old Trafford



Every software publisher in the land must surely be aware of the manic obsession that an alarmingly large number of Amiga owners have with football management games. So, I was somewhat taken aback to discover that Ultimate Soccer Manager is the first serious foray into this particular arena for those undisputed kings of strategy, Impressions.

With their self-imposed brief of providing the masses with "the best in computer strategy and simulation", we can only assume they have been biding their time until they had an extremely strong product which would be able to compete with the Premier and Championship Managers of this world.

And guess what? Ultimate Soccer Manager lives up to its name in every respect and looks set to kick all the competition into Row Z of the stand!

The preview which we ran in last month's issue had me a bit worried. The screenshots we were sent by Daze (who are responsible for marketing the product), looked superb, but there was disturbing talk of a number of new features which had been included to take into account the changing face of modern football. Bungs, bribes and FA inquiries were to be incorporated into a game of this type for the first time, and to be honest, I wasn't happy. Being a law-abiding type of guy myself (the sort of person who feels guilty at the mere sight of a police car), all this illegal jiggery pokery was enough to make my blood boil. I mean, if you can't win by fair means, then what's the point. Anyway, all this is largely irrelevant, as the finished version of the game allows the Match Rigging option to be turned off. Hurrah for truth, honesty and justice!

The depth of gameplay is also entirely up to you. You can choose to simply act as the manager of a football team (ie you are in charge of team affairs and very little else - just like reality), or you can take on board more responsibility and attempt to run the whole club from top to bottom.

When beginning a new game you can choose to manage any team from the four English

Ultimate Soccer

Having guided Wotton Albion to unlikely European success in Premier Manager, **NEIL JACKSON** was more than keen to try his talents elsewhere



SPORTS NEWS

CHARLTON ATHLETIC 2 - 0 WATSON 1
TURNER NEVER LOOKED LIKE A WINNER AT THE VALLEY YESTERDAY
GOALS SCORED BY SALMER AND OAKLAND LEAD TO A NOISY VICTORY
AFTERNOON SALMER WAS OVER THE MOON WITH HIS FIRST GOAL FOR THE CLUB THIS SEASON.

After each game the local paper will print a match report



The chairman looks suitably stern

divisions and the Conference. Once you've selected your favourites you then have to decide how difficult you want to make things for yourself. Fancy being in charge of Manchester United with a poxy 250 grand in the bank? (Let's see you sign Andy Cole now!) Alternatively you could take up the reigns at Halifax Town with a cool five million at your disposal - the choice is entirely yours.

Player names and team details are thankfully real - there's none of this Ian Rash playing for Liverpool business - and an editing feature allows you to change the names of the players so you can take any recent transfers into account.

Perhaps the best thing about Ultimate Soccer Manager (apart from the option to turn Match Rigging off), is the presentation. Every aspect of the day-to-day running of a professional football club can be accessed via a series of extremely friendly screens and menus. The main game screen shows an excellent representation of your club's stadium complete with all the usual money-making paraphernalia such as programme kiosks and the club shop. From here it's a short trip to the bank, the chairman and your own office.

Your plush management suite contains all the information you could possibly want to know about your club, the backroom staff and the players. As well as the mountainous filing cabinet where these details are stored, there is a fax machine which enables you to carry out last minute deadline transfers, a noticeboard where you will receive messages from your chairman and

Chairman's Office

The Main Menu Screen

The Bank

The Bar

Stand Under Construction



Club Café

Club Shop

Training Ground

Ultimate Soccer Manager

bank manager, and a telephone (used mainly for bribes and betting in the Match Rigging option).

You will also notice a television set lurking in the corner of your office. Click on this and you'll find Impressions' very own teletext system – Impressionstext – at your service. All the day's results, fixtures and current league tables are at your finger tips, and 'Fast text' has thoughtfully been included so you can access the important pages at the click of a mouse button. As far as new innovations go, this is a masterstroke, and I'll bet there are a large number of people kicking themselves for not having thought of it first.

Before each match you are expected to perform the usual task of picking a team that you hope will do your club justice, and all the player statistics and different formations we have come to know and love are there to help.

A nice feature is the inclusion of an assistant manager who can be called upon to give his views on the way you should approach an

upcoming game and whether or not he feels you are fielding your strongest side. He once suggested a rather bizarre 3-1-6 formation for an away game that unsurprisingly ended in a 4-1 humiliation at the hands of the, er, mighty Southend United, but you are free to ignore his suggestions if you see fit.

The matches themselves are viewed in a small window from a top-down perspective, but unlike

most other games of this ilk, you can actually see what's going on. The ball and individual players are easily distinguishable, and if you feel things aren't going exactly as planned, you can instruct certain members of your side to push up, drop back or even man mark opposing players who seem to be seeing rather a lot of the ball.

This is the first time that such a hands-on approach has been offered in a football management game, and if you take the game seriously this is one feature that you will love.

The ultimate

The amount of detail that has been included in the game is absolutely breathtaking. If you choose to play USM at its most complex level you will find yourself in control of everything from re-developing the ground to setting the price of scarves in the club shop. At one point I even found myself transferring money from my club's current account to a deposit account because the bank manager suggested that it would earn a higher interest rate there. If there's any aspect of running a football club that isn't included in this game I'd like to know what it is!

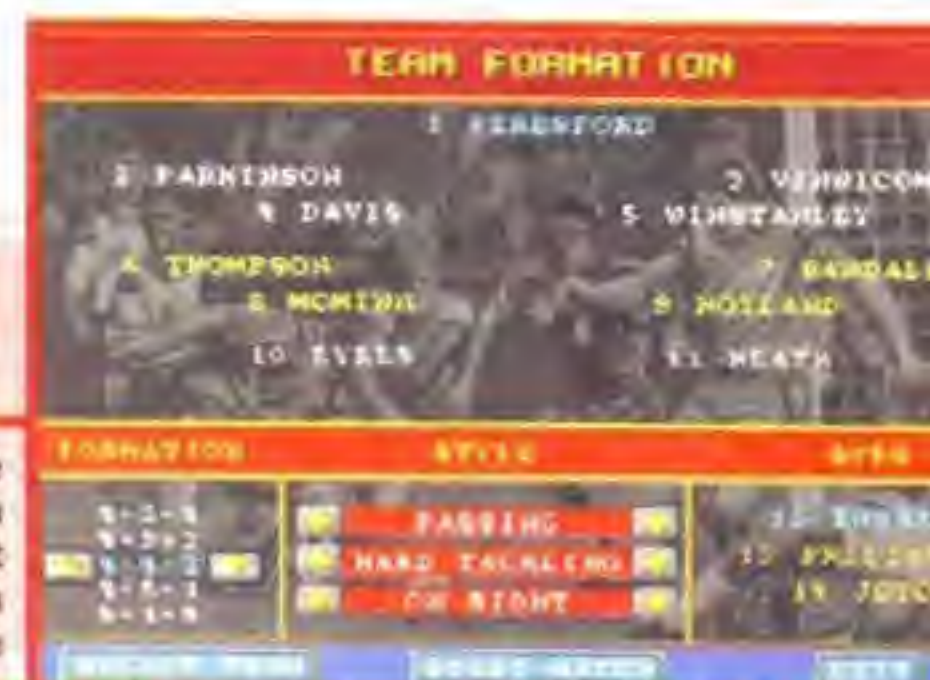
Ultimate Soccer Manager is without doubt the most complex and comprehensive football management game ever. I don't usually like to make predictions about how a game will perform when it is released, but I'm thoroughly convinced this is going to dominate the Amiga charts for months.

What more can I say to persuade you? Get out there and buy it! **A**



Check out your latest cash crisis at the bank

If the formation isn't right your team will struggle



THE LOW-DOWN

PUBLISHER Impressions

CONTACT 0171 351 2133

HD INSTALLABLE Yes

PRICE £29.99

GRAPHICS	90%
SOUND	85%
PLAYABILITY	92%
DIFFICULTY	Variable

If you can imagine a sort of cross between a football management game and Theme Park then you have some idea of what to expect from Ultimate Soccer Manager played at its highest level of complexity. The gameplay detail is astonishing, the graphics are absolutely superb and the icon and menu systems are so user-friendly that you'll pick up the basics within minutes and have mastered the controls within half an hour at the most. USM is the best football management game the Amiga has ever seen and should be the focal point of everyone's games collection.

REVIEWED BY NEIL

SECOND OPINION

As a big Premier Manager fan it would be very easy for me to accuse this game of erring on the bland side. However, that wouldn't be entirely fair, because it is possibly the most comprehensive game of its kind, and to management fans is nothing short of manna.

OPINION BY Paul

DIFFERENCES

The 500 version will feature the usual 32 colours as opposed to the A1200's 256, and the access time between the different menu screens will be slower. On the plus side it will come on only two disks (one less than the 1200), so disk swapping should be kept to a minimum.

OVERALL SCORE

92%



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B237	Stock Analyst	Analyses the share market
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EDUCATIONAL

(N.B. This includes some games)

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E272	Junior Maths	Education for Kids
E023	Electronic Train Set (1 meg)	Construct own train set
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E044	Learn & Play 2	More fun for the kids
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E086	Wraithed One	Good general knowledge quiz
E0162	Storyland 2 (N)	Create a childrens adventure
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E298	States of Europe	Information on this continent. Good
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DEMOS + RAVE

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D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatran no.17 More like above. Good
D280	Jesus on 'E's' (2 disks) (N)	Excellent rave music
D287	Calendar Girls	Slideshow
D312	Rave Vision	Rave music & Graphics
D313	Techno Warrior	More of the same
D314	Nine Fingers (2 disks)	Good. Sequel to State of Art
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MUSIC

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M151	Motiv-8	More catchy tunes
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A247	Quiz Master	Quiz which includes Editor
A255	Amos Games	5 Games including Glassback
A297	Fruit Salad	Shoot the Fruit
A306	The Funhouse	3 games including Enigma
A309	Smurf Hunt	Find the Smurf

A327	Tetris Pro	Tetris game with exceptional variants
A328	Calculus Combat	V. Good missile command type game
A334	Crazy Sue 2	Popular platform game
A338	Project Buzz Bar	Excellent asteroid type game
A340	Depth Charge	Submarine game
A341	Earth Invader	The best space invader game
A401	Assassins 219	Chopper Attack. Route 66, Gimme 5
A402	Assassins 220	Age of Rock. Commando Raid, Hearts
A403	Assassins 218	Bomber 2000, Black Dawn
A404	Assassins 217	Mangled Fenders, Maze and Cubik
A024	Eat Mine (N)	Emerald Mine Balderdash game
A430	Alien Network	Space Invaders classic

SIMULATIONS

Sim071	Return to Earth (1 meg)	Space adventure
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
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Sim139	Battle of Britain	Defend the nation
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy game
Sim218	Roulette	Casino Classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Strategic Games	3 excellent games
Sim302	Micro Market	Stock exchange game
Sim410	Island	Excellent board-game. Build hotels & money
Sim414	Diplomacy (N)	Classic. similar to Risk
Sim415	War (N)	Top-quality 8-bit strategy
Sim158	Total War (N)	Risk type game
Sim428	The Shepherd	Populous clone

SPORT

Sp170	Amos Cricket	Owzati!
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Sp256	Slamball	Management game of US football. Type Sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top Of The League	Addictive football management game
Sp303	Strike Ball	Amos written baseball type game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337	Super League Manager 2	Updated soccer management game
Sp372	Road To Hell	Well-produced racing game
Sp373	Wrestling (2 disks, WB2.0 upwards)	Good fun graphics
Sp376	Unsensible Soccer	Good football game
Sp411	Stewards enquiry	Horse-racing game
Sp429	A Day at the Races	Simple horse racing game

A1200 ONLY

U235	Sleepless Nights	Compilation of A1200 utilities
D285	Fairlight	29 meg of graphics on one disk
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D289	State Of Art	Famous quality demo
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D291	Lethal Exit	Stunning demo
D294	AGA Swimsuits (5 disks) IFF 256 colour pictures use with DPaint etc.	More rave music
D300	Technotrack II	Excellent Vector film demo
D301	Rating	A1200 slideshow
D305	Utopia	AGA slideshow
D310	Nigel Mansell	Very funny
D320	How to Fail Your Driving Test Four Times	Excellent patience card game
G321	AGA Klondike (3 disks)	Tetris clone
G322	Giger Tetris	Brilliant chess game
G323	U Chess	Brilliant breakout game
G339	AGA Megaball	2 player Street Fighter game
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A quick glance through the telescope will help keep you on course



A calm day on the seas as you leave Liverpool behind

sailors. As with all the other commodities in High Seas Trader, it pays to shop around, as the quality of these human resources can differ wildly. After all, there's no

Here's your chance to become exactly what you've always dreamed of – a merchant sea trader in the seventeenth century. Er, hurrah!

Initially you must choose where your patriotic duties lie and you are given the chance to determine your nationality. Your choice determines the home port of your ship, obviously, and this is where the problems begin. Traders of differing nationalities were fickle back then you see, no sooner had you been living it up with your Dutch counterparts than you were at war with them. Things were a bit like that back in the good old days, apparently.

Anyway, putting petty international rivalry aside for a moment, the first job is to get your ship out to sea. But, hold your horses for just one second, before setting sail you will need to stock up on supplies of rations, arms and cargo. These items can be purchased from a number of different merchant buildings which are to be found in the general vicinity of each dock. This is where the trading bit comes into the game, as the price and quantity of goods varies at each port of call.

The taverns are also an essential part of the proceedings, and these dens of iniquity must be frequented if you are to recruit soldiers, apprentices and

point in setting sail for new continents with a ragtag crew of disease-riddled sea dogs is there? It's also important to employ a helmsman before setting out. He'll keep his eyes peeled for storms, shallow water, and more importantly, pirates.

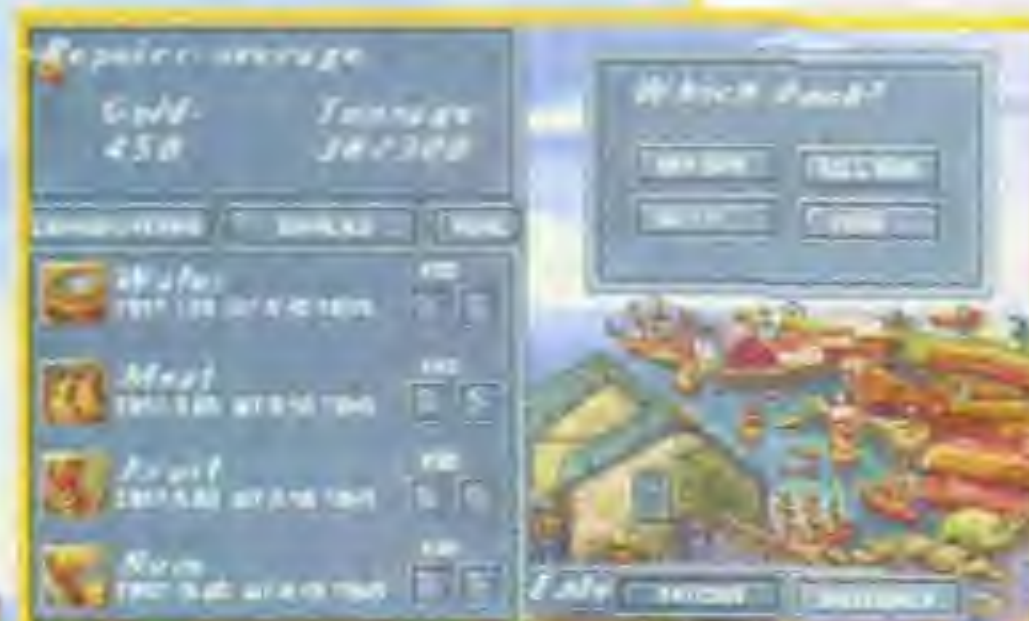
The charthouse is one particular place you'll need to frequent, as here you can gain access to a number of maps showing the waters and ports in different areas. As long as you know exactly where you're going you shouldn't run into too many problems, but take a brief saunter into uncharted waters and you could end up with a mutiny on your hands as the crew become distrustful of your leadership abilities.

Land-Hol

In some ports you can even pick up passengers. Some of these travellers are decidedly dodgy, but there are plenty of others who are much more legitimate. It's entirely down to you whether you feel it's worth the risk of ferrying them around, but some will pay you masses of gold to cart them about, so if you're a little low on funds it may be well worth your while to go in their direction.

If, by a combination of skill and luck, you become a wealthy trader, you will be offered land which is for sale. Obviously you don't have to spend your hard earned cash on such extravagances, but the larger your estate the higher your all-important nobility status will be. There will also be traders who will offer you

High Seas Trader



You can get all the things you need for your journey from the docks

This port looks familiar. Could it be Liverpool or London? Well it's both actually!

jewels or paintings in return for your goods. These can't be resold but they will improve your status in the game.

Once you've prepared your vessel you can head out to sea. It will take quite some time to reach the next destination so you may want to leave the room and make yourself a nice cuppa. Don't leave it too long though or you may just run aground, or worse still be attacked by an enemy ship and lose everything. Fortunately, if you don't have too much time on your hands, you can alter the speed at which the time passes on the journey. This is a very handy option indeed as things can become more than a little uninteresting on long voyages.

If you are unlucky enough to encounter an enemy ship on your travels, you have the option to attack using your own vessel's weapons. This



The port at Tangiers is a sight to behold. You're back on dry land again. Hoorah!



Above: Failure leads to this demoralising scene
Left: To defeat an enemy ship you'll have to fire your cannons in frantic fashion

makes your journey a little less depressing as you can actually fight for a safe passage to another port. Once you've made it to dry land you can upgrade your ship to carry more goods, and if the local interest rates take your fancy you can place some of your cash into the nearest bank.

There are many more aspects to this impressive looking strategy affair, and if you have plenty of time to spare you should be in for a treat. No game of this type would be complete without a Save option, and as High Seas Trader is no exception to this rule I can see no legitimate excuses for you not having a damn good go at becoming the finest trader the world has ever seen!

Ahoy!

On the downside the ports look exactly the same all over Europe, and only change once you reach another continent, but most people will only see this as a minor fault. Just how long High Seas Trader will keep your attention depends on how much patience you have, but it's the most complete strategy game I've seen in quite some time. **A**

THE LOW-DOWN

PUBLISHER Impressions
CONTACT 0171 372 7435

HD INSTALLABLE Yes

PRICE £34.99

GRAPHICS	87%
SOUND	73%
PLAYABILITY	84%
DIFFICULTY	Tricky

Fortunately when I began my new life as a trader on the high seas I had plenty of time to get into the scheme of things, and anyone who plays this will discover exactly what I mean – it's hardly the quickest game around. I was disappointed to discover that a lot of the ports look the same, especially as a few minor alterations would have given a better feeling of actually travelling round the world, thus improving the atmosphere of the game. Nevertheless, both in terms of graphics and gameplay, High Seas Trader came as quite a surprise. I'm almost ashamed to admit I like it.

REVIEWED BY ANDY

SECOND OPINION

A second ship trading game in one month. There's a bit of a glut at the moment isn't there? This one is a bit too slow for my liking but I'm sure it will appeal to some of you. Voyages of Discovery still gets my vote for ease of use though!

OPINION BY CHICKEN

OVERALL SCORE
81%

CompetitionCompetitionCompetition

Precious Metal

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2. Entries containing correct answers will be viewed with astonishment.

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4. Oh, and anyone who's ever been to Torquay is automatically disqualified.



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A: PL B: PTO C: RIP D: RSPCA E: None of the above because we're not really sure ourselves

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A

B

c

D

E

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French people don't like pizza. They eat snails

It's funny isn't it how the simplest and most unexpected things in life can sometimes be the most appealing? And so it is with video games, because there comes a time when you've destroyed more than your fair share of aliens, rescued one damsel too many from the clutches of yet another evil-intentioned uncle, and even scored your fill of unlikely 35-yard swervers

There comes a time when, through soul searching and heart-rending personal evaluation, you long for a stern, uncomplicated challenge. In short, you want to establish and run a pizza empire. Possibly. In any case, that's what this game is all about, and really it isn't that strange a concept when you get down to it. It's kind of an A-Train with pizzas. And no trains.

The first job of any importance is to decide upon the location of your restaurant. There are plenty of cities from round the world to choose from, and it basically boils down to selecting the area which best suits your needs. In the beginning those needs mainly revolve

If I were Steve I'd buy the cheapest stuff



In the world of ridiculous game titles, this latest MicroProse offering is right up there with Rolf Harris Tetris. **PAUL ROUNDELL** is approaching your table with a large pepper pot and a bowl of parmesan...

Pizza Ty

around the sale or rental costs of the available sites, and what you can afford – in the beginning at least – depends upon which character you have chosen to play for the game's duration.

Each "comedy" character has his or her own set of statistics. These change as your business flourishes or otherwise, and determine, amongst other things, how popular you are, how hard you work, your intelligence, and of course how much money you have at the outset.

MicroProse are not known for shoddy attention to detail, and just about every factor which could affect the running of a pizza restaurant is accounted for. A great deal of setting up needs to be done before you'll be ready to open, and bizarrely this is quite reminiscent of football management games where a significant length of time is spent making sure everything is just right before the action starts for real.

You need to decide which pizzas to offer, how much to charge, which furniture to buy, how to lay out the tables, and which – if any – decorative touches are required. You need to buy kitchen equipment – well an oven at least – hire staff and decide which food suppliers to patronise. Each one of these tasks has to be carried out manually, and a couple of default settings would

This is my restaurant! It's quite, quite crap

have been a good way to stave off early tedium. Setting out dozens of tables and chairs is all very well as you get into the game and concentrate on making your restaurant as attractive as possible, but early on you just want the things sticking on the floor.

The pizza section is also somewhat tedious. The manual very generously outlines exactly



The IDG MD looks menacing as Chicken and Steve cower

which ingredients are needed for each of the so-called standard pizzas, and goes as far as to tell you just how to create them, but no-one does it for you! Each and every item needs to be selected and placed individually on a pizza base – imperative for later on when you might want to try a few creations of your own, but it's boring as I-don't-know-what early on.

Everything is so detailed. For instance, the menu you decide upon should be arrived at by

You don't need to have a stupid haircut



We've cogitated, deliberated and digested...



... and the judges are well impressed with my efforts



Hal Now for something special

Perhaps the dog will eat it. Or maybe Andy will beat him to it



Location of your pizzeria is important. If say you opened it on this road, you wouldn't do very well at all



Some careful planning has gone into this joint, and it's doing good business. Obviously I'm just visiting...

coon

careful analysis of the area. If the senior citizen population is high, then unless your research figures show otherwise, it's probably a good idea to lay off the peppers and salami on a couple of your dishes. If wages are above average, then you might like to charge excessive prices for your wares.

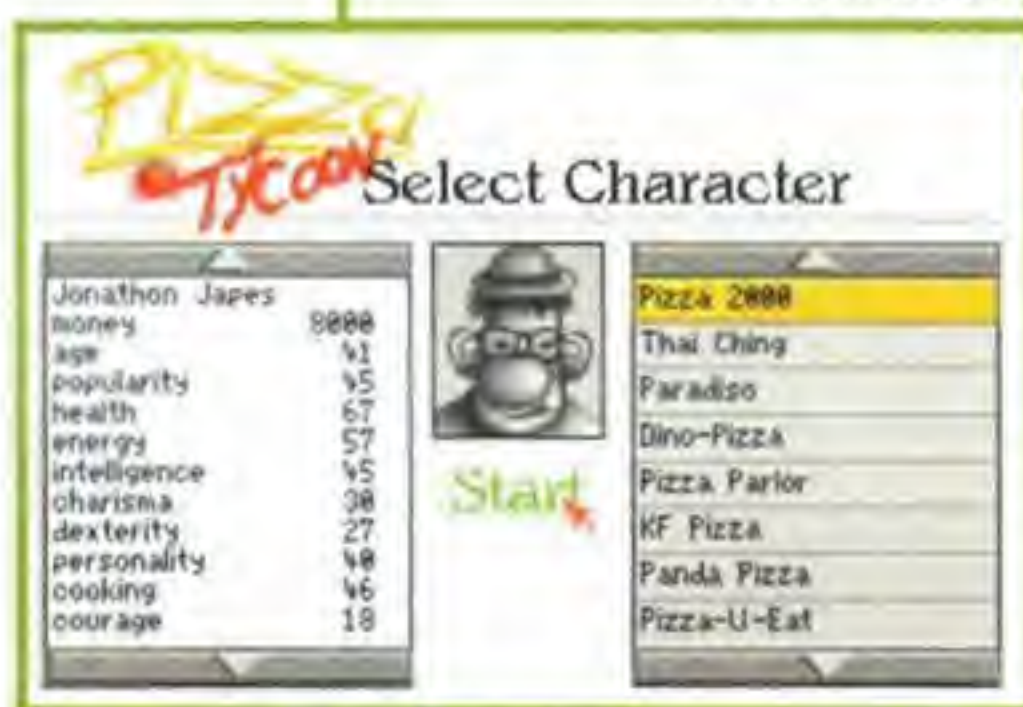
Throughout your career you can keep an eye on what the competition is doing by simply stepping into their restaurants. These incidentally are presented in the same way as your own – a top-down view affording you sight of most of the place,

with customers and waiters bustling about inside.

If and when your cash flow situation improves, better furniture can be bought, more (or greater skilled) staff hired, and, hopefully, a new restaurant opened.

However, before all this, programmers Software 2000 have indulged themselves in a spot

You know readers, I have a record by Johnny Japes. It's about testicles



of Italian stereotyping in the shape of the Mafia or Underworld – a bit cheeky really coming from a set of sausage-scoffing Huns.

The Mafia may take it upon themselves to include you in their protection racket, and if you like you can decide to operate outside the law yourself by money laundering or even sabotaging rival eateries. Of course while all this illegal activity is going on, your restaurant continues trading and you still need to concentrate on its day-to-day running.

Like most MicroProse games there really is so much in Pizza Tycoon that the chances are you'll play it for days without touching upon certain aspects – I haven't even mentioned the advertising yet! It's like that.

You'll play for ages and discover something new, and unless you choose the Mission Mode where you set yourself a particular target, then this is another of those games that you can quite literally play forever. Unless you get killed by the Mafia that is. **A**

THE LOW-DOWN

PUBLISHER Microprose
CONTACT 01454 326532
HD INSTALLABLE Essential
PRICE £29.99

GRAPHICS	82%
SOUND	80%
PLAYABILITY	85%
DIFFICULTY	Tricky

On the face of it Pizza Tycoon sounds like an incredibly dull concept for a game. Wooh! – simulate running a restaurant, and one that only serves a limited kind of food at that. Yeah right, pass me the Inspector Morse video collection, a packet of plain crisps and a small can of pale ale why don't you? In actuality, the programmers have put a massive amount of thought – and a bit of humour, though not perhaps as much as they'd like to think – into this, and in spite of a small number of tedious aspects, it's a highly involving and – dare I say it – fun, strategy game.

REVIEWED BY PAUL

SECOND OPINION

I'll have a 12-inch thin crust pepperoni with onions, chillies and extra mushrooms please. Can you drive round really quickly when it's ready? I won't be able to warm it up you see, because I don't even know where the oven is in my house.

OPINION BY CHICKEN

OVERALL SCORE
86%

work here, but it helps...



ACTION REVIEW

STRATEGY



A600



Be away Sir Chicken and find new treasures in far-off lands

I don't usually hold out much hope for this type of thing. There are a few similar games, such as Civilization from MicroProse, which are capable of holding my attention for stupidly long periods of time, but the majority, of which The Patrician is as good an example as any, bore me rigid.

I was somewhat surprised therefore when VOD turned out to be pretty enjoyable.

My suspicions were aroused when I saw the packaging and the distinct lack of screenshots on the box, as this usually implies that the graphics are a bit naff, but no, when I began to play the game it soon became clear that it is packed full of nice touches and little animations. The graphical menu screens are very user friendly; moving the pointer

over anything of use will tell you what each option does, so you don't have to constantly refer to the manual for help.

Before you begin in earnest you can choose to play either as yourself or as a famous explorer. You then select your home nation and determine the difficulty of the game by setting the number of other explorers who are out there looking for the same juicy spot of land as yourself.

Obviously the more players you select (you can have up to four or leave the computer to do the hard work), the more difficult it becomes, as you will all be vying for the same land and there will inevitably be more battles!

Anybody who's played Civilization will recognise the control system. The keypad is used to guide your unit wherever you like, but if you're struggling with an A600 then a mouse click will do just as well. In fact this isn't the only similarity to Civ, but naturally that's no bad thing.

The first mistake I made was not reading the instruction manual. I just waded in there regardless, and after spending ages making my vessel seaworthy, I set sail for pastures new only to have three quarters of my crew die of hunger before they were out of port. Ah well, that's a lesson learned for next time eh?

Voyages of D

PAUL McNALLY has yet to find his kitchen, so he's perhaps not the best choice to fill the shoes of an explorer

Preparing the ship takes quite a bit of time, and this is where the game branches off sharply from Sid Meier's creation. You are presented with a panoramic view of the docks where your boat is moored, and a quick shuffle of the mouse will reveal buildings such as offices, pubs and trading establishments. The first place to visit is the local bar, where crewmen can be employed. Soldiers may also be recruited and carried if you're planning a bit of an assault on a hostile native camp - there have to be some casualties in your quest for world domination, and as usual they're the locals!

Land ahoy!

Having recruited your boys, now is as good a time as any to buy some quality gear to trade. There are a selection of goodies available and you are well advised to load them on to the ship. When all the preparations have been made you can then go off into the wide blue yonder and see what the world has to throw at you!

It may take many days sailing before you spot land, and the frustrating thing is that it's quite possible to sail obliviously past a whole continent

This man prides himself on being called a merchant banker. Takes all sorts I suppose

In your office are 14983 Doubloons
Temporary home of your ships is in the port
Loan limit: 5000 Doubloons
No loan tation...



This stern looking gent will be happy to sell you a variety of goodies to trade with your new native pals

You've discovered some new land, so an expedition would perhaps be the best idea to see exactly what's out there



Tampico Caravella (Spain)
Movement Points: 0
Order: None
45 crewman
0 cannons
Cargo Hold: 247
Supplies: 5 rounds
Rigging: 100 p.c.
Hull: 100 p.c.

DO YOU WANT TO END THIS TURN ALREADY?
YES
NO

This motley crew will be more than happy to join your crusade, as long as you pay them enough and keep them well fed and watered

15240

Cloth
9 Doubloons
Aboard are 0
The trader has 35



Discovery

that is just one movement square away. However, with a combination of luck and skill you should eventually sight an inviting piece of lovely lush greenness and you can then steer your ship towards it and land.

Once adjacent to some green stuff you can disembark and send a party out to scout the area before deciding what to do next.

Chances are you'll come across some natives in the early days and you are then faced with a choice of whether to drive them out of their homeland via violent means or try to befriend them and start up a profitable trade route.

Here once again, comparisons can be drawn with Civilization.

There's an awful lot more to Voyages of Discovery, such as inventing equipment and weapons, and it's all handled beautifully.

Graphically speaking it looks very impressive, but the sound is a bit weaker, though not essential.



There are hours of gameplay squeezed into the game and anyone who can't wait for Colonization would be well advised to ease the delay with this. Black Legend have come up with a very nice game that deserves a lot more credit than it will probably get. **A**

Build a better ship the easy way - get other people to do it for you



Caravalla Tampico

Hull: 100 p.c.
Rigging: 100 p.c.

The Vardmaster

THE LOW-DOWN

PUBLISHER Black Legend

CONTACT 01438 714121

HD INSTALLABLE Yes

PRICE £29.99

GRAPHICS	82%
SOUND	78%
PLAYABILITY	85%
DIFFICULTY	Tricky

I wasn't looking forward to playing this at all, but I have to come clean and say that I really enjoyed it in the end. Voyages of Discovery owes a fair bit to Mr Meier, but it updates a lot of his ideas and adds some new ones too. It's by no means a perfect game, but it is engrossing, and graphically it is very nice indeed as far as this sort of thing goes. Black Legend are unfortunate in that this probably won't do as well as it would have if it had one of the larger software houses behind it, but VOD proves that quality software is still being thought about and produced for the Amiga.

REVIEWED BY CHICKEN

SECOND OPINION

Amiga in rare quality game shock! This sort of thing has been a little thin on the ground in recent months but VOD proves that somebody somewhere is thinking about producing decent stuff. It's nothing new to be fair but it's been done very well indeed.

OPINION BY ANDY

OVERALL SCORE

86%



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ACTION REVIEW

ROLE PLAY



Tower of Souls

Steve McNally dons his best doublet and hose and steps gingerly into the Tower of Souls

What a shame. Tower of Souls from Black Legend started off promisingly with some exciting new features that promised to breathe new life into a tired market, but by the time I finished playing I had unearthed a number of annoying faults that unfortunately drag it down to the mediocre level that my first impressions had so strongly denied.

Briefly, it's an RPG in the Legend vein (Mindscape not Krisalis), although as I said earlier there are some quite interesting new features. Firstly there is Virtual Joystick mode. This allows the game to simulate the movements of a joystick while retaining the added flexibility that a mouse provides. A quick tap of the spacebar results in a switch between Virtual Joystick and normal mouse mode, allowing you to both move around easily and manipulate the objects within the game. This improves playability no end, and contributed significantly towards my aforementioned positive impression.

However, as producers of roleplaying games should know, long term enjoyment and user-friendliness are vital components if you're to maintain the player's interest for a significant time, and unfortunately this is where Tower of Souls comes a bit of a cropper.

Chests can be opened thanks to the annoying key-snapping routine



RPGs in which it's all too easy to die have always got on my nerves, and sadly this is just such a game. You expect the odd trap or monster that can harm your character, but when you have to worry about not stepping on a scurrying rat or having to use pixel perfect control to avoid a tiny flame on the floor in case it eats away most of your life force, it becomes annoying quite quickly.

The state of your hero's health is represented by a face at the bottom of the screen which starts off respectably enough, but quickly turns more and more skeletal as you begin to take hits. When you're completely down to the bone you'll lose one of your lives.

Highly frustrating

Another feature that manages to be simultaneously quite good and highly frustrating is the way in which you can open doors. There is an interesting lockpicking system which involves choosing the correct pick to open a particular door and then actually using the mouse to pick the lock. I'll be the first to admit that this is a highly original and inventive feature, but, and there always seems to be a but these days, they've spoilt it quite badly. If you have the correct key for a door and turn it the wrong way, it might just snap. Nice one. That's really necessary to the gameplay that is.

Don't get me wrong, Tower of Souls is in no way a bad game, it's just that there are some very poor and unnecessary additions that tarnish what could have been an excellent game. You'll need the patience of a saint to persevere for very long, and I'm sure that far too many new players will be put off by the less than satisfactory parts of an otherwise user-friendly control system. Still, it's not a bad little game having said all that, it's just a shame that the same amount of thought wasn't put into all areas. **A**



Whatever we do, we must only have one colour on the main character, and what's more, it just has to be light brown

THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 01438 840004
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	79%
SOUND	84%
PLAYABILITY	80%
DIFFICULTY	Variable

I've said it all in the review, but for those of you who can't be bothered reading the whole thing and like to just look at the screenshots and read the final comment, I'll summarise as best I can. Tower of Souls is a good quality RPG/Arcade Adventure that is unfortunately let down by some glaring flaws. A little more thought in the design of certain features and a little less dying would have gone a long way towards getting this a score in the high eighties. However, as it stands, the mark will have to be a lot less, and to be honest it would be very difficult to justify anything more.

REVIEWED BY STEVE

OVERALL SCORE

73%

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Side View



Top Down



Isometric



ANCO

For more detailed information please write to Anco, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH. Screenshots are representative of gameplay only and may vary from format to format. Player Manager 2 requires a joystick.

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SPECTRUM STUFF

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SOME HANDY DISKS

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COLOUR CLIP ART

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- Compugraphic Fonts 3** 1000 This is a fast-paced action game. You control a character and fight against other enemies. The game is very addictive and easy to play.
- Compugraphic Fonts 4** 1000 This is a fast-paced action game. You control a character and fight against other enemies. The game is very addictive and easy to play.
- Compugraphic Fonts 5** 1000 This is a fast-paced action game. You control a character and fight against other enemies. The game is very addictive and easy to play.
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EDUCATIONAL

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ACTION REVIEW REVISITED



SPEED



Speedball 2

I had the biggest sense of déjà-vu ever this morning. I first reviewed Speedball 2 donkey's years ago when I was working as a humble spoon on ST Action (RIP), and since then the Amiga version (and indeed every other version), has been massively popular. In fact, this Bitmap Brothers' creation has gone down in history as one of the true classic 16-bit computer games.

Anyway, it arrived on my desk for review yet again today, but this time in its new shiny CD32 format. Would it be enhanced or would it simply be a five-year-old port of a once-playable game?

Well to put you out of your misery without further ado, CD32 Speedball is enhanced, and it hasn't just got a CD quality soundtrack tacked on to it; graphical changes are there too. I was a bit disappointed when the intro ran because it's exactly the same as ever, but at least the tune has been altered for the better.

Initially, apart from the music, fans of the original will wonder what all the fuss is about.

Team selection and the special power-ups are identical to the good old days, but once the match starts you'll probably notice some serious tarting up in the graphics department.

The players are infinitely more colourful, the ball has been changed to a lovely golden colour and the icons and pick-ups just look a lot neater than ever before. Sound-wise, gone are the cries of Ice-Cream! Ice-Cream! and in come a whole load of sampled crowd effects and jeering which add greatly to the atmosphere. All that's missing is a fat youth with a black leather jacket and very little hair to abuse the players as they make their way towards the tunnel after a sending off. The musical score has been changed too and it's good quality CD stuff.

Now, if you've never seen Speedball 2 before, this next paragraph is for you. Yes, it's the plot!

The game is set well into the future and Speedball is the most popular sport on the planet. It's a sort of Rollerball type fayre and the idea is to bash your opponents senseless while at the same time racking up points by hitting targets and scoring goals. If you decide to play in a league format



there's a transfer market where you can bring in star players to your squad to help out an ailing season. The cash with which to buy these players can be collected by picking up coins which appear randomly on the metallic pitch as a game progresses. And that's about it really, so it's time I was made to disappear. **A**



C	D	3	2
ORIGINAL SCORE			
92%			
UPDATED SCORE			
92%			

PUBLISHER Warner Interactive **PRICE** £14.99 **REVIEWED BY** Chicken

ACTION REVIEW REVISITED

Pinball Illusions

Over the many years of Amiga Action's existence, the game which has seen most play here in the office has got to be Pinball Fantasies on the CD32. We couldn't possibly keep track of the number of dinner hours we've wasted hammering away at it, but now there's a brand new contender for the crown and it goes by the name of Pinball Illusions.

Identical in almost every way to the A1200 version (apart from the inclusion of a full 60 minute in-game audio soundtrack for you to toe tap along with), this is just as addictive as its older



brother – although many have criticised it for being a little bit too similar. The sequel, as I'm sure you know, does however boast a number of impressive new features, multiball being perhaps the most obvious.

People who bought CD32s in the vain hope that it would turn out to be the dream machine Commodore assured us all it would be, must be feeling pretty hard done by these days, especially with the new super consoles looming large on the horizon. However, events like this one make all that suffering seem almost worthwhile. Not quite, but almost. **A**

PUBLISHER 21st Century **PRICE** £29.99 **REVIEWED BY** Steve



C D 3 2

ORIGINAL SCORE

89%

UPDATED SCORE

92%



Team 17's overhead racer received mixed reviews in the computer press, but here at AA we loved it, and still do. The CD32 version is, surprise surprise, identical in every way to its disk based equivalent, so if you've got both machines and already own the game you may as well stop reading now.

Featuring numerous different circuits and a good range of cars, each with different handling characteristics, ATR provides enough variety to keep you interested for a very long time. The only real criticism of the game is that you perhaps aren't shown enough of the track to make the game playable to the beginner, but apart from that minor niggle everything else is more than acceptable.

It's a shame more wasn't done to enhance the game for the CD based format, but I would have thought we're all more than used to that sad fact by now. For good, no-nonsense racing action, Team 17 have delivered the goods once more, and while ATR may not be the most technically advanced game in the world, it is still one of the more enjoyable CD32 efforts to have inhabited the shelves recently. **A**



C D 3 2

ORIGINAL SCORE

89%

UPDATED SCORE

89%

ATR

PUBLISHER Team 17 **PRICE** £25.99 **REVIEWED BY** Steve

Shadow Fighter

Shadow Fighter came out of nowhere. One minute everyone was happily awaiting the launch of Mortal Kombat II, then all of a sudden Gremlin announced the release of Shadow Fighter and all the magazines started doing cartwheels over how good it was.

And now CD32 owners get the chance to play the enhanced 1200 version on their very own 'wonder machine'.

The game features 16 different characters fighting in a number of varied locations, and although I still can't pick a favourite between this and MKII, I know plenty of people who actually consider Gremlin's effort to come out on top.

By their very nature, beat'em-ups tend to favour the console style control pads, hence the plethora of games of this type that are in existence, but when you consider the simplicity of the moves involved, playing Shadow Fighter with a joystick was never that difficult anyway.

So, if you own a CD32, get out there and give the macabre Pupazz the kicking of his life. He might be grinning inanely in this screenshot but by the time you've finished with him he'll be weeping in pathetic fashion. Probably. **A**



PUBLISHER Gremlin **PRICE** £25.99 **REVIEWED BY** Steve

C D 3 2

ORIGINAL SCORE

91%

UPDATED SCORE

91%

Kingpin

At last, a CD32 game with a notable difference from its floppy counterpart. Okay, so it's nothing to get over-excited about, but at least they've made the effort. Basically the game is 'audio enhanced', well it is if you have previously owned the standard 500 version.

This means that if you've experienced the bowling alley atmosphere on the A1200, you'll be struggling to find any difference whatsoever. Anyway, whatever the case, have a bit of a revel in the sumptuous sounds, ambience and announcements of a real tenpin bowling emporium.

Apart from that the game is, as usual, identical to the disk version, apart from the fact that the CD seems to be lacking a Create Player option, or at least one that works. Fortunately this doesn't detract too much from the action, so if you're a tenpin bowling fan who can't be bothered to trudge down to the local alley, look no further than Kingpin.

For what Team 17 are at pains to stress is an original budget game, this is bargain city. **A**



PUBLISHER Team 17 **PRICE** £14.99 **REVIEWED BY** Chicken

C D 3 2

ORIGINAL SCORE

84%

UPDATED SCORE

84%



If you were around a few months ago when we did our series of Internet features then you may remember a few quick mentions of the World Wide Web. Well, now's the time to take more of an in-depth look at just what you can find on the pretty side of the Internet. All you need to get started is a modem and an account with a nice Internet provider such as Demon.

They'll be more than happy to give you any technical information you might need, so don't

worry about being a beginner. Everybody has to start somewhere. You'll also need a Web Browser such as Amiga Mosaic. This is a clever piece of software that allows text and pictures to be displayed as they are sent down a modem line (it should become apparent at this point that a fairly pacey modem is required to save on ridiculously large telephone bills).

The WWW is designed using a format called Hyper-Text, and your Mosaic viewer translates this for you. You don't have to worry too much about how it works – we are a games magazine after all, so I'm not going to get too bogged down in technical detail.

Look at this

When you get on-line at first you'll probably be stuck for somewhere to go. Each site has its own address, and this must be input so your machine knows where to look. If you have no addresses to start with, you're going to be a bit stuck, but help is at hand in the shape of the Lycos Search which is located at the Carnegie Mellon University over in America. Simply type in what you are interested in, say for example UFOs or NASA,

Above Left: Internet users were invited to control a robot camera across a section of desert!
Left: Click on any of the red NASA space centres for further information on space type stuff



Your Tarot Reading:

Draw or select a card for the week ahead for you this day



Inset: Get your own Tarot card reading without any fuss
Main: The NASA site is good for excellent space-related photographs from the latest Shuttle missions



addresses to delve into. Most pages have links to other addresses, and the chances are you'll never look back.

If Amiga-related tomfoolery is what you're after then most of the popular Amiga magazines

have sections on the Web. Naturally enough we don't, but you can find a site devoted to our sister magazine Amiga Computing as well as numerous others such as America's Amiga Game Zone and even one from Japan – in Japanese!

There are also lots of sites where you can get hold of free software, both games and utilities. You can get most of our coverdisk demos from

Wonders of



World Wide Web? No? WWW? No? Fair enough. The Internet and the World Wide Web may be technical areas you've never dared to go into, or maybe you've never even heard of them, but either way you really don't know what you're missing.

If the complex command lines of the Internet scare you off then the World Wide Web's lovely graphic interface could be exactly what's needed to finally persuade you to link up with the world. Always keen to lend a hand, **PAUL McNALLY points you in the right direction**



THE GAMER GOLD COLLECTION

CD32

Publisher Grandslam
Price £29.99

As far as golf licences go, **Nick Faldo's Championship Golf** is about as high profile as you could hope to get without digging up Elvis Presley and dressing him in plus fours. In the world of hitting small balls with a big stick, only the irate father of Steve's under-age girlfriend can out-do The Faldster, so it was only right that he should have his own game (Nick Faldo that is).

The fact that the game boasts only two courses is a little disappointing, especially when you consider that most golf games offer at least double this amount. However, having said this, the disk version does offer an extra two by way of a cheat mode, but, er, we don't know how this would work on a CD32.

By going for a different graphical style from most other similar games, Grandslam have got themselves a very nice looking product, and the obscene difficulty level has been toned down for the CD32 version to increase playability. With a little joypad manipulation, impressive menus can be made to appear, and players'-eye views can be altered in a similar fashion.

In a corner of the market that isn't exactly flooded, it seems odd that most offerings are of very high quality. Faldo's doesn't match the playability of the PGA pair, and isn't on a par with MicroProse Golf in terms of options or realism, but the fact that it is tougher to get to grips with than the rest means it is well worth your while if you meet the old Own-a-CD32-and-Want-To-Play-a-Golf-Game criteria.

Bump 'n' Burn borrows graphics from Mario Kart, playability from Lotus et al and combines them into a decent – and different – racing game that wants to be Wacky Races.



You can choose to drive as any one of a number of bizarre cartoon characters, ranging from the dashing Mr Fabulous to a strange creature that looks like one of those Buck-Toothed Beaver Brothers, but isn't. All competitors have their own vehicle

which, after a brief spoken introduction to the race, will set off... er, on a quest for glory and race wins.

The tracks are set in a number of differing environments, but these really only differ in terms of the graphics which surround them. The roads are littered with pick-ups and obstacles, and the obligatory money/shop option turns up in comedy fashion at the end of each race allowing you to spend your winnings.

For an Amiga race game it looks very different, and for novelty value alone you might be tempted to take a look. However, it soon becomes apparent that Bump 'n' Burn plays in a very similar fashion to Lotus and its clones, and doesn't come close to matching Skidmarks in terms of edge-of-the-seat action.

Jetstrike is one of the best examples of the oft-repeated adage, "Gameplay over graphics". Looking at this on a supposedly 32-bit machine, anyone could be forgiven for wondering what the hell was going on, and why they were having the whizz taken out of them once again in such unmerciful fashion. However, after half an hour's play, the majority would be hard pressed to deny that they've become addicted to what is a very good game indeed.

After a ludicrous yet perversely excellent introductory song, you are faced with a choice of aircraft in which to embark upon a number of missions revolving around rescues and targeted explosions. Beginning each time from the runway of an airfield, your craft must be guided into the air – none too easy if your middle name is Spannerhands – and on to its eventual destination. The controls take quite some time to come to terms with, and when you think you've got the hang of it the chances are you'll be presented with problems that still make life very tricky indeed – but then that's the fun of it.

Jetstrike is a serious gamesplayer's game: unattractive, based on a simple idea, tricky to master yet fun to play, but above all, addictive.

Reviewed by
Paul

SCORE 83%



SYNDICATE

Publisher Hit Squad

Price £14.99

Everything Bullfrog touch turns to gold and Syndicate is no exception. Set in a depressing vision of the future where violence and industry rule, you control a team of four cyborgs who work for a mysterious company bent on controlling the world.

Stopping at nothing to achieve this global aim, your team of agents are sent on mission after mission to assassinate and kidnap certain key figures who are getting in the organisation's way. As a result the game was slapped a bit in some quarters for being very violent, but magazine reviewers and the public alike loved it to bits.

The graphics are very small (just fractionally bigger than Sensible Soccer size), but they're wonderfully detailed and the whole thing oozes atmosphere. If you had to come up with a downer you could say that the game has dated a little and it's a bit slower than you'd like, but even so, Syndicate manages to drag you in until the only thing on your mind is total world domination.

If you missed out originally then at a bargain price it's a dream come true. You'll find yourself spending an awful lot of time with this classic.



Reviewed by
Chicken

SCORE 87%



CANNON FODDER

Publisher Hit Squad

Price £16.99

I am reliably informed by my sad and spotty colleagues that Manic Miner is one of the most fondly remembered games of the, ahem, "halcyon" days of the Spectrum. By the same token, long after the Amiga has careened out of existence [Next week then, yeah? - Tongue In Cheek Ed], Cannon Fodder will no doubt be looked back upon with the same nostalgic sentimentality.

You head up a platoon of young soldiers in a mindlessly fun quest to wipe out the enemy. Viewed from an excellent slanted top-down perspective, the whole thing is set across a range of levels including jungles, snowy wastes, fortresses and deserty things.

You have rifles, a small quantity of grenades and bazookas, and you also get the chance to control a number of military vehicles via an absurdly easy mouse-driven point-and-click interface. A successful mission means military honours for your surviving soldiers while the dead ones are remembered on the Boot Hill title screen. Games can be saved after every fully completed mission and insufficient soldiers spells the end of a game.

But you knew all that anyway.

Reviewed by
Paul

SCORE 93%

INDIANA - FATE OF ATLANTIS

Publisher Kixx XL

Price £16.99

A surprise budget release given that it comes on 11 disks, Fate of Atlantis is still one of the best Amiga adventures ever, and a welcome treat for those who missed it originally. Indy - saver of mankind on numerous occasions - is back in business, and this time he's battling it out with the Nazis.

The plot sees our whip-toting hero locked in a race with the Third Reich to find a super-weapon. If Indy finds it the world is safe, but if the bad lads get it the world is... not. Spread over one of the largest playing areas ever seen in an Amiga adventure, the game can be completed in up to three ways, and the graphics are little short of stunning.

The excellent LucasArts interface makes the whole thing a joy to play, and the puzzles, whilst in the main extremely tricky indeed, rarely stray from the logical. So that only leaves one problem: If you have a single drive, non-hard



drive machine, forget it! And even if you have an extra drive, think carefully, because, superb game or nay, it's an all-out swaperama from start to finish. If Fate of Atlantis was a section of this magazine, it would be Swap Shop.

Reviewed by
Paul

SCORE 90%

PD

Steve McNally had to be bribed heavily before he w

Super Obliteration

Genesis PD

This is a sort of Stardust meets Turricon, and to be honest it's not half bad. You control a sprite thing with a big gun hammering around at the bottom of the screen while asteroids drift around above your head. When you shoot one of these spinning boulders it splits up into two smaller, generally quicker rocks that have to be avoided and destroyed. The idea is to blast away until there are no more rocks left bouncing around.

I'm not well known as a lover of PD, and there's no way I'm going to get carried away by games like Super Obliteration. However, I must admit this kept me interested for at least twice as long as most of the other games I looked at this month, ie about 10 minutes. Worth splashing out a pound for I suppose. Just.

SUPER OBLITERATION:
Stardust meets Turricon in particularly poor fashion.



Green Five

Genesis PD

Mark Judge is responsible for this farce and in a little message that comes up at the beginning of the game he has the nerve to say that if you like it you can buy the

complete game for only £10. Only £10? If you ask me that's overpricing it by around £9.50 mate!

This is an absolutely appalling horizontally scrolling beat'em-up that puts the godawful Sword of Honour on an enormously high pedestal and aspires to be almost as good as it someday, if it tries really really hard.

If you're desperately curious to see just what this is like then get in touch with your favourite PD Library if you must, but unless you're absolutely mad I wouldn't bother saving up ten quid for the full version. Oh, and it takes far too long to load as well.



Game of the month

Pokermania

On-line PD

Now this is more like it. Pokermania is without doubt the best PD game I've played since the infamous Fruit Mania, but instead of the good old traditional fruit machine, this simulates those video poker efforts you find in seedy arcades.

I like a good hand of poker myself, so any excuse to have a quick game during work time is welcomed by me, and well, just about everyone else on the team. However, this is more than just straight poker. There are plenty of bonus games and rewards on offer for the successful player, including Chase the Ace, a reaction test and a Play Your Cards Right style Higher or Lower event which unfortunately doesn't let you double up and go for the car.



X-Files Guide

On-line PD

This is a collection of information about TV's spook-filled cult series, The X-Files. Most of the stuff has been lifted from some of those Usenet newsgroups that are



X-FILES GUIDE: This is the only interesting picture I could find to take a screenshot of 'cos the rest of this disk is text only

ould consider looking at this month's PD selection

Public Domain

SCAVENGE, Ripped off Alien Breed sprites rampage around a dull shoot'em-up



run by people who sit at their computer 24-hours a day with the curtains drawn on the outside world, but don't let that put you off too much.

The disk loads up with quite a nice publicity still from the series, but from then on it's a text-only fest that is a mine of invaluable information for any dedicated viewer. If you're an X-Files fan you'll find everything you could possibly want to know on this disk, including details of every programme made so far, interviews with the cast, and complete scripts from some of the more popular episodes.

You'd have to be more than a touch bland to send off for this, but if you like the series and have no shame then you aren't getting a bad deal.

Class E: Lunar Module

17 Bit

This is blessed with one of the best intro sequences I've seen on a PD game, but unfortunately I couldn't find any way to skip it, and seeing as



it's quite lengthy, it became incredibly annoying after a couple of runs through. That aside, Lunar Module is actually quite good.

You are called upon to fly and land a space ship on various fuel pods (don't ask me why because I haven't got a clue), it's as simple as that. The appeal stems from the fact that you have to be extremely careful when landing the module - you have to make sure that it lands squarely on the pod and doesn't come down too fast. Anyone who's played Thrust or Fly Harder will have some idea how difficult this is, and a steady hand and nerves of steel are essential.

Scavenge

On-line PD

When I loaded this up I thought it looked

quite promising. It's a two-player game that is a sort of cross between the Alien Breed series and Doom, but don't get too excited because it doesn't come close to matching either.

The idea behind the game is very simple; both players must race around an Alien Breed maze with the sole intention of killing each other. This all sounds well and good, but when you consider that your opponent can see you at all times and therefore easily avoid any attacks you may make, you begin to see the problems that the game faces.

Sadly it all becomes very annoying after a very short period of time, and to be honest I was reaching for the power switch after about 10 minutes.

Pengo

17 Bit

I get the feeling this could be an old Spectrum game brought up-to-date, but I can't be sure. Obvious comparisons can be



drawn with Pacman as you attempt to control a penguin's movement around a maze. The idea is to crush a number of scary-looking ghosts by pushing blocks of ice on to them. Kill them all and you'll be allowed to move on to the next level, nothing more, nothing less.

This is excellent value

for money, and although there's not a great deal happening, it looks quite nice and will keep you occupied for much longer than most. Pengo is one of those annoyingly addictive PD games that you'll find yourself playing whenever you've a spare five minutes.

Contacts

On-line PD: 1 The Cloisters, Halsall Lane, Formby, Liverpool, L37 3PK Tel: 01764 834335
Genesis PD: 259 Quenmerford, Calne, Wiltshire, SN11 8LA
PD Soft: 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD
Tel: 0702 466833
17 Bit Software: 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH
Tel: 0924 366982

THE WAY OF THE EXPLODING FIST Streetfighter II? On your bike mate, we'll stick with Exploding Fist, one of the first beat'em-ups ever played by man.



JET PAC remember this one eh? All you do is collect the three sections of your space ship then grab the fuel as it drops from above. A simple concept made tricky by the flying objects which you can either shoot or avoid.

STAR STRIKE A 3D space sh have to blast away the enemy s planet's corridor-like surface.



HEAD OVER HEELS

The Spectrum had its fair share of 3D adventure type things, and Head Over Heels will be remembered as one of the greats. It looks and plays well and is quite dreamy in a nostalgic kind of way.



MANIC MINER The game that started it all. This predecessor to Jet Set Willy is colourful, playable and downright difficult, even today.



POOL An early attempt at reproducing the thrills of the green baize on a home computer. Unfortunately the white ball is actually red, and it's incredibly slow.

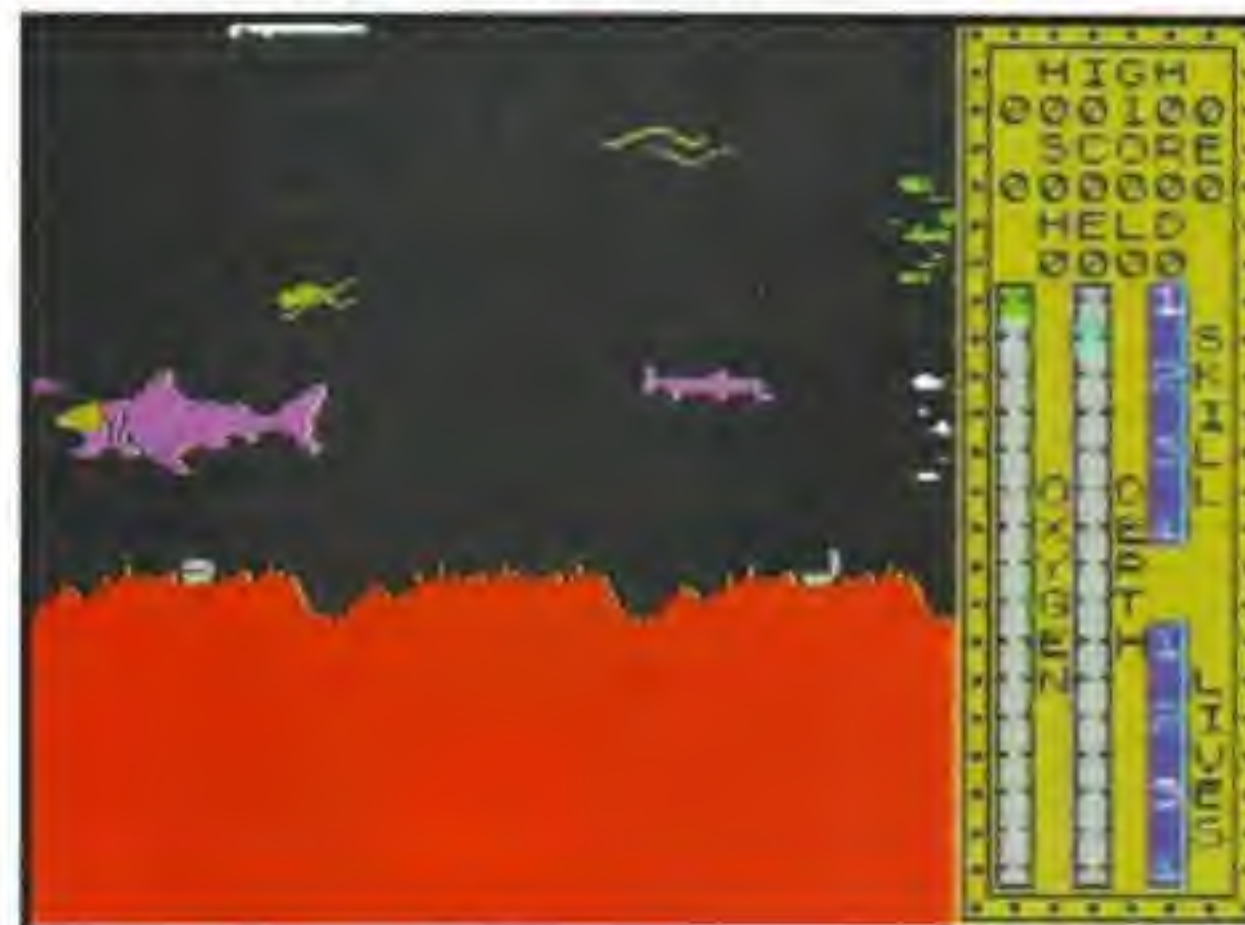


RASPUTIN The heavens have never seen a bloodier battle than this 3D epic.

YOU SPEC

What goes around comes around, so the saying goes, and old Spectrum games are currently flavour of the month with nostalgia fans. **ANDY SHARP** pops on his rose-tinted spectacles and takes a trip down memory lane

SCUBA DIVE Check out the purple Great White sharks milling about in this pearl diving fest.



FLIGHT SIM No prizes for gu as far as flight sims go, managi looks and acceptable gameplay.

...up thing where you
and lay siege to a

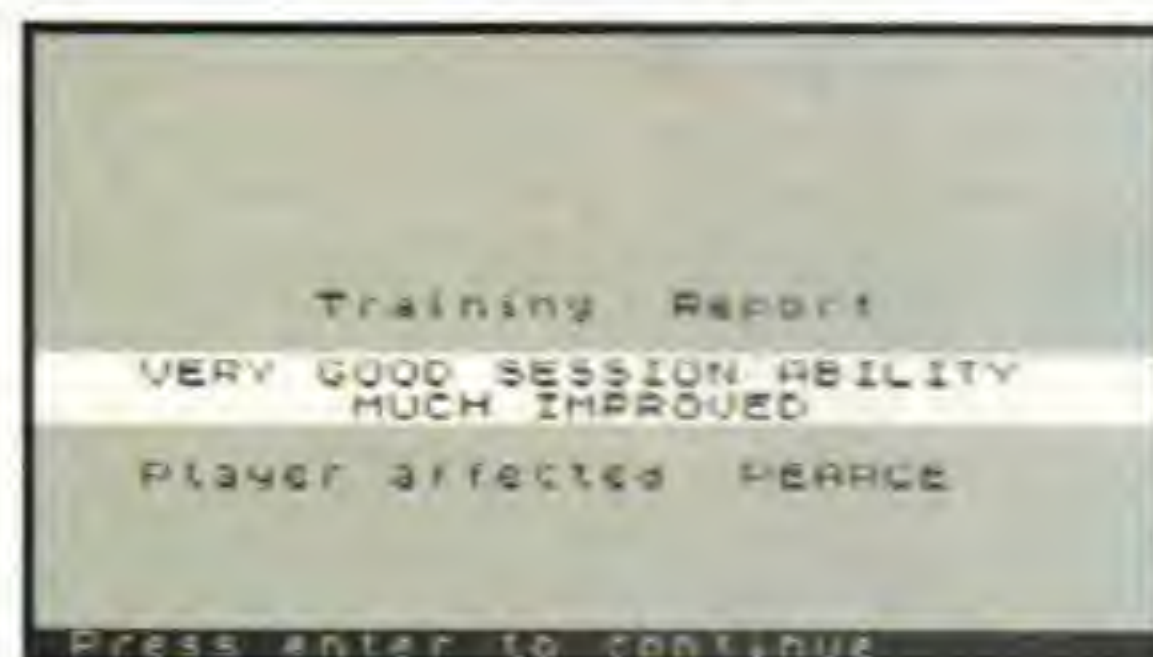


SPY HUNTER Spend hour after hour racing dangerous streets and rivers whilst avoiding a whole host of nasty drivers. And as if this isn't enough, there are numerous helicopter attacks to watch out for too. For an old Speccy game it's pretty quick and loads of fun.

SCRAMBLE Another early arcade classic which unfortunately lost something when converted for the Spectrum. It's not too bad though.



JET SET WILLY The sequel to Manic Miner, this is perhaps the Spectrum's most fondly remembered game. An absolute skill-fest, this has more quirks, rooms and downfalls than many of today's releases.



PREMIER MANAGER No machine is complete without a footy management game, and the Spectrum had them in abundance. Sims of this type have come a long way since, but this was a classic of its day.

PACMANIA

3D Pacman was a great idea. It does look pretty impressive, but it won't pose too much of a challenge for most people.



SABRE WULF An attempt at an arcade adventure which was surprisingly average. The coloured flowers have numerous strange effects on the hero as you guide him round a jungle maze in search of fragments of an amulet.



SPACE HARRIER This was an arcade classic at the time. The Spectrum version plays fairly well although it can be incredibly difficult to see what's going.

CY GET!

So what's this all about then? Well, almost everybody in the entire universe will remember, or at least know something about, playing happily on that ground-breaking machine of the early eighties, the Sinclair Spectrum.

There's a massive market for nostalgia at the moment, and the world is full of people who hanker after the gloriously happy days of old. Whether your interest lies in music, sport or home computers, there'll be someone out there who is selling a product which will have you squealing in wild delight as your childhood memories are rekindled.

If you experienced your first brush with home computers before the C5 brought Sinclair's credibility crashing to the ground, rejoice, for we have some good news. Paul Walker from Warrington has gathered together a number of classic games from the Spectrum era and he wants to preach the Gospel according to Saint Clive to the world.

Paul has painstakingly converted these games into an extensive compilation for the Amiga, and now, one year after the initial idea sparked him into action, there are more than 1000 games spread over 20 disks. And he's not finished yet; as long as he can continue collecting and converting the games, Paul will do his damndest to bring them to the public.

Step into your cerebral time machine and cast your mind back to old classics such as Manic Miner, Jet Set Willy, Full Throttle and Ikari Warriors.

As for the future, Paul plans to produce a Spectrum fanzine which he hopes will include a coverdisk. **A**

If you've got an A1200 you can get your grubby mitts on over 1000 Spectrum games by sending a cheque for £23 to:
Paul Walker
18 Sandycroft Close
Birchwood
Warrington
WA3 7LA.

...g what this is! Enjoyable
it does to combine good



Empire aren't a company to shy away from the flight simulation market, as they proved with their last effort, Dawn Patrol. This time however there's none of the usual serious stuff we've come to expect; Coala is an out-and-out blaster.



Billed as a fully configurable 3D battlefield helicopter simulation, Coala sees you thrust right in the thick of things with no instructions or commanding officers there to tell you what to do. Empire describe you as a maverick pilot who must choose which side to fight for.



One of Coala's best features is an artificial intelligence system which allows you to steer well clear of any trouble that occurs. Because you have no allegiance to any side in the conflict, you can, if you like, sit back and watch the inevitable carnage unfold before your very eyes.



Four separate powers will be battling it out for overall supremacy and you can choose to attack or ignore any or all of them. The combatants go under the names: East, West, UN and Civil Forces, and the action takes place over a number of different scenarios including: Peace, Cold War, UN Controlled Ceasefire, Tank Battle, Ground Battle and so on. Plenty for everybody I'm sure you'll agree.

Coala

Under normal circumstances the headline above would have seen the sub-editor receiving a bit of a slap for letting such bad spelling find its way into the magazine. However, this Coala hasn't got four legs, it certainly isn't cute and there isn't a Eucalyptus leaf in sight. Empire's latest foray into the Amiga market was unveiled at the recent ECTS show and is something that Empire are pretty excited about it. We sent **PAUL McNALLY** along to give this A1200 product the once over.



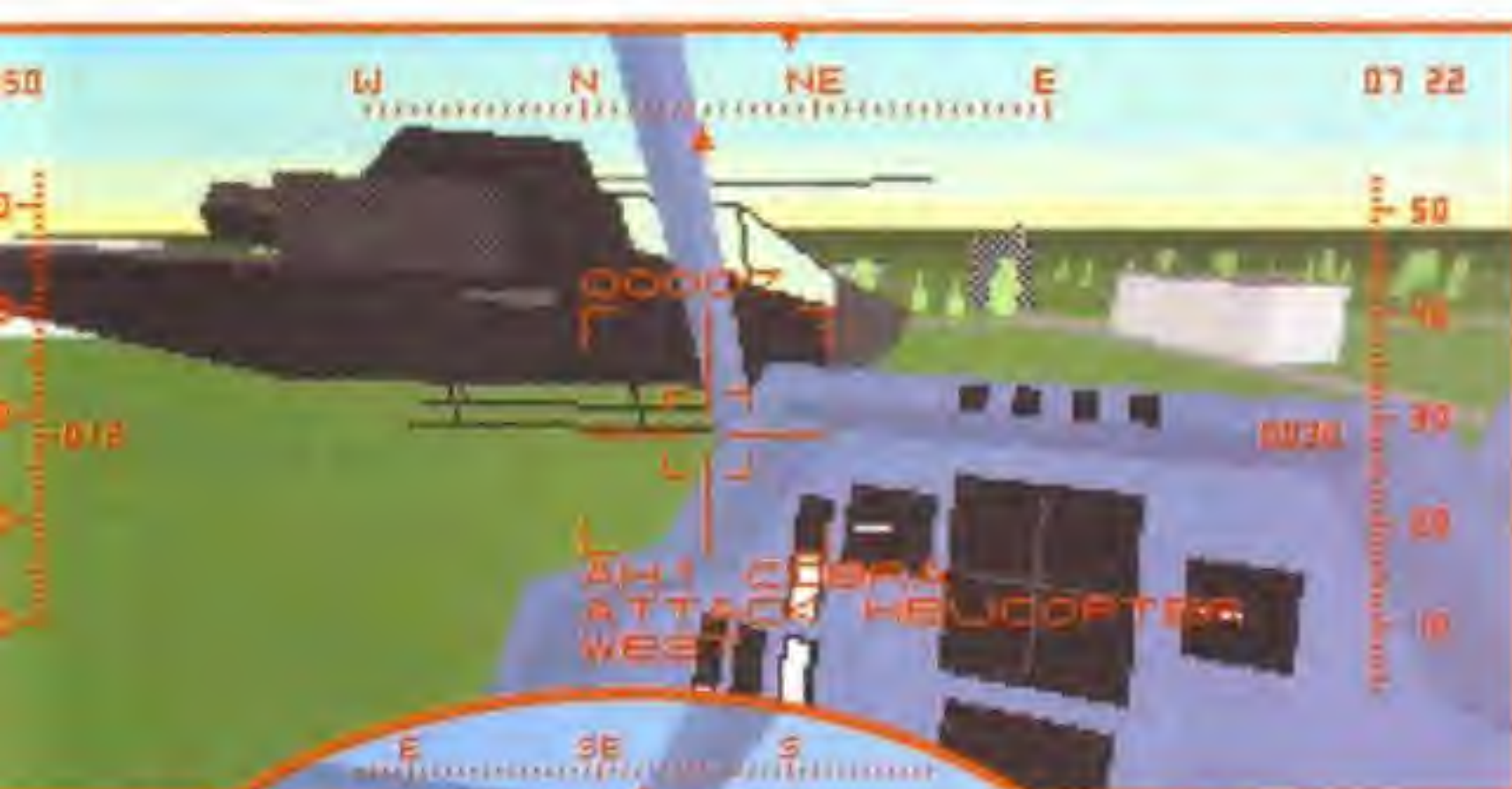
All levels of A1200 are catered for, and the fact that up to 10 levels of object detail can be affected by the player means that anybody packing an accelerator card can utilise their investment to the full. Shadows and shading can also be easily dealt with, so there really is no excuse for not have it running at an optimum speed.



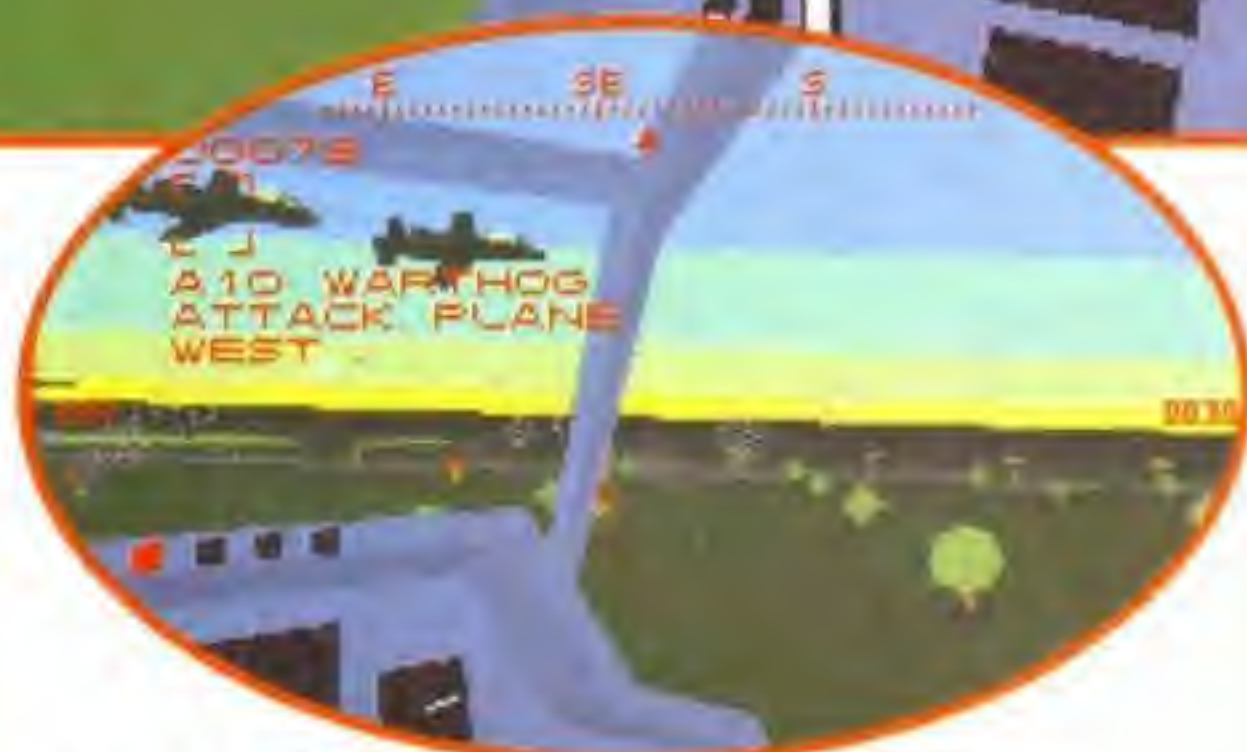
Coala



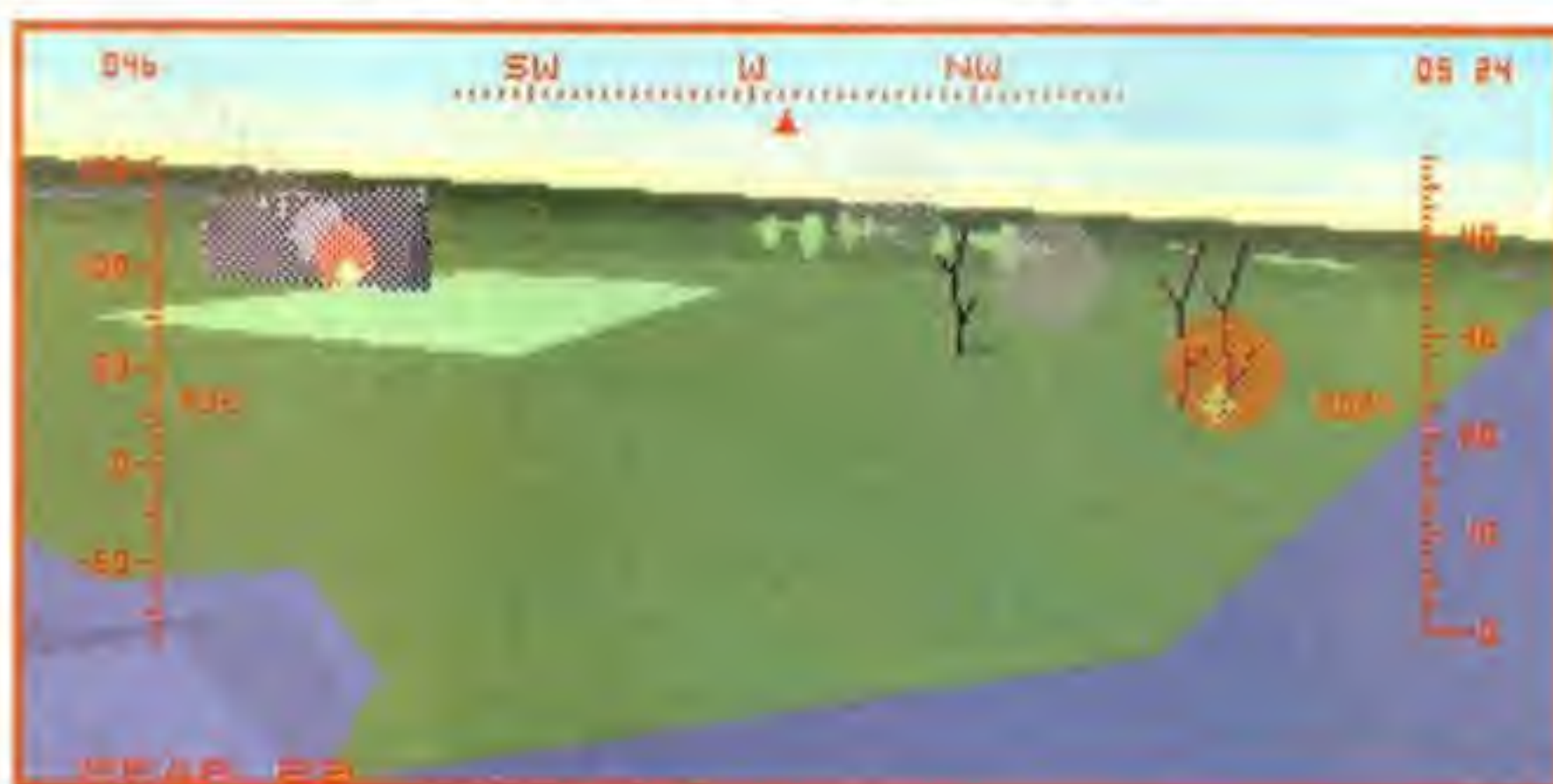
A release date for Coala is imminent although nothing is confirmed at present. The final tweaks will have been made by the time you read this, and with all the luck in the world there'll be a review in next month's issue where it will be going head to head with Arcane's new helicopter game.



Empire are keen to state that the game has been designed by a number of ex-NATO personnel. Even the password system is based on an exact copy of the UN defence system, although it has been changed a little for obvious reasons. Hmm, I'm not convinced MI5 will be too impressed with Empire for giving national secrets away. Ever wondered who those suspicious men in the black car that's been following you for the last couple of days are?



Most of the features of modern flight games will be incorporated into Coala, including a Virtual Cockpit. This is pretty extravagant for the Amiga and allows you to scan the surrounding skies without having to worry too much about controlling the aircraft.



The mouse will form the main control method, enabling you to zoom into and around all the objects you come across while flying missions. Anybody who played Thunderhawk in the old days will be familiar with the mouse control concept, even though it may seem strange at first!

Project Coala

Publisher Empire

Team In House

Release May

Inspected by Chicken



One of the most popular aspects of Doom is the array of weaponry that can be picked up and used against whatever approaches. Fears also tries to provide a healthy selection, and there are five different pieces of artillery, including a flamethrower, which are guaranteed to cause quite a bit of destruction.



Other features worth mentioning are the stunning sound and the null modem cable link option (for that multi-player experience). There are no details of a release date as yet, but you can contact Manyk by ringing 0181 5422687 for the latest gossip! Alternatively watch out for the next Amiga Action.

Blood, Sweat & Fears

Over the last year there have been a ridiculous number of Doom clones appearing on the PC as endless bandwagon-jumpers have tried to better the original. Of course the Amiga hasn't got the original, but that hasn't stopped these clones from popping up here, there and everywhere on our machine. Apart from Team 17's Breed 3D (featured elsewhere in this issue), we've kept clear of the majority because they don't appear to be up to much, but **PAUL McNALLY** seems to have discovered a serious contender.

The game boasts an impressive array of statistics to bolster its campaign for Amiga success. 30 levels are included to give you all something to get your teeth into, and there are 12 different types of monster as well as the big, nasty end-of-level bosses to contend with.



Fears has been produced by a company called Manyk. It's great to see new talent working on the Amiga and it probably won't be long before these London lads get signed up by a big publisher if the strength of this title is anything to go by. They're definitely ones to watch out for!

Full screen 360-degree rotational scrolling makes Blood, Sweat & Fears look as Doom-like as possible, and it isn't slow either. Also, if you're lucky enough to have access to the obscene amounts of cash that allow you to have a sexy accelerator card bolted on to your Amiga, things are even faster. Impressive or what?



Project Blood, Sweat & Fears

Publisher Manyk

Team Manyk

Release TBA

Inspected by Chicken

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With the Amiga in its current state, big events such as the release of Alien Breed 3D are going to be arriving noticeably less often. So, when situations such as this do occur, they should be savoured to the full. Doom is possibly the most hyped-up and talked about single game since Elite, and the fact that Team 17 are working on a more than acceptable clone of this for the Amiga should be enough to spark off a great deal of enthusiasm in what is otherwise a totally apathetic market.

You have to appreciate what Team 17 have done here. I always thought that a game like this was just a pipe dream hankered after by people who could not accept the limitations of the Amiga and be happy with what they had, but I'm now in the process of being proved wrong by probably the only software house capable of pushing the machine to its limits and beyond. The opposition should take note.



Alien Breed

Alien Breed 3D – a kind of Custer's Last Stand for the Amiga? Who knows? Certainly not us, we're just looking forward to Team 17 providing salvation for thousands of Doom starved Amiga owners who have so far had to put up with a number of poor PD attempts lurching around on a screen the size of a very small postage stamp. With their usual flourish the lads from Wakefield are about to unleash their latest masterpiece on a frenzied audience, and a small STEVE McNALLY is jumping up and down excitedly at the front.

You may think that the main enemy sprites are just a little bit pixelly. Okay, you'd be stupid to argue otherwise, but you have to remember that this is a still screenshot and not representative of the moving game. Anyone who's seen the game up and running cannot fail to be amazed at its speed, even on a standard machine. In fact, if you haven't done so already, check out the rolling demo on our March issue and prepare to be impressed.



Atmosphere has always been a key component in the Alien Breed series and AB3D should be no exception. The basic nature of the game is enough to get your nerves jangling anyway, but when you add exceptional sound effects and a thumping musical score, it becomes apparent that this is going to be one of the most intense gaming experiences you're ever likely to have on your Amiga.



on the hundreds of Doom clones that have appeared over the last couple of years, comparisons of every game released with the mighty Doom. All this and more is stuffed down the throats of innocent PC users every time they open a magazine, and very soon us Amiga owners won't feel left out anymore. Alien Breed 3D is basically Doom on our machine. It really is that good.

Take a cursory glance at any PC magazine and you can guarantee that almost every second word will be 'Doom'. News of the latest version of Doom on the bulletin boards, details of yet another Doom-inspired effort, features



The Alien Breed series has always cried out for something like this, but up until now no-one ever dared to think that it might be possible. The earlier games were all well and good, as their sales figures proved, but there was a little something lacking. Hopefully Breed 3D will provide this missing element and prove to be a fitting conclusion to the series.



d 3D



Game of the year? It looks more than likely at this stage because from what we've seen, the other publishers don't look to have anything lined up that can even come close to challenging it. You never know, it may not turn out half as good as Team 17 are hoping, but with a record as impressive as theirs, would you doubt them? I certainly wouldn't and can say quite confidently that AB3D will be an essential purchase.

When Alien Breed 3D is released in a few weeks it will undoubtedly soar to the top of the sales charts, proving to be yet another runaway success for Team 17. However, just how long it will remain viable for companies to continue producing quality software for the Amiga, no matter how loyal they have been in the past, is becoming more and more of a problem. Hopefully Breed 3D will provide the breath of fresh air which is needed to remind software publishers just what the Amiga is capable of.

The plot to Alien Breed 3D is largely irrelevant. Whereas in some games it is necessary to go into detail about characters and storylines to provide an overall atmosphere, all you need to know to get full enjoyment out of a product such as this, or indeed any Doom clone, is shoot anything and everything that gets in your way. It's an extremely simple concept, and although it doesn't really appeal to me that much, you can't fail to see the logic behind it. For some reason, people love this kind of thing!



Project Alien Breed 3D

Publisher Team 17

Team In House

Release May

Inspected by Steve



Exclusive Valhalla: Before the War Offer

Following on from the phenomenal success of our exclusive Valhalla: Before The War offer we are proud to announce that Amiga Action is now the only place you can buy both the Valhalla Speech Adventures at a budget cut price. If you liked Valhalla And The Lord Of Infinity but for some reason never got round to buying the follow-up, why not get it now at less than half price? Or perhaps when both games came out originally you were a bit strapped for cash. Now, thanks to this superb offer you can get your hands on both games for less than the recommended retail price of one.

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When we heard that Graftgold were producing a game which would involve brutally killing off a number of dirty green viruses, we asked them if we could use it to get rid of **ANDY SHARP**. We were a little disappointed when they told us they meant computer viruses, but we were bugged if that was going to stop us from harshing Andy up in this intro. Anyway, straw clutchers that we are, we forced him to take a look at this new game in the vain hope that he would still disappear. Unfortunately he's still here.



Virocop



Graphically, Virocop is clear and detailed and there are no glitches – it's a real treat. It also seems to play quite well and offers the gamesplayer a fair challenge. Your floating robot is capable of plenty of quick manoeuvres but he still needs careful control to avoid the obstacles on screen.



Virocop looks as though it could be a big hit. It certainly has all the elements of a winner at this stage, but for a more detailed analysis look out for a full in-depth review in the near future. Graftgold have spent quite some time coming up with a quality product, and what we have seen so far shows just how much work has been put into the project.



Between the stages you will be transported to a circuit board where you can buy missiles and additional armour. There are credits to be picked up on each level, and if you spend a little time going after them it is possible to buy some rather tasty new weapons.



Project Virocop

Publisher Warner Interactive

Team Graftgold

Release May

Inspected by Andy



There is a two-player team option where you will either be cheering in delight or ripping your friend's limbs from their torso. This is basically because one person controls the lower part of the robot, while the other player rotates the head and fires the weapons. Quite an interesting idea.

Each level consists of four stages to complete and you will be given a password once the end-of-level guardian has been killed. A bonus for A1200 owners is an extra stage, the Adventure World. A limited number of weapons can be collected, but you don't need to worry too much about conserving them because your bog standard missiles are unlimited and pretty effective.



You take control of DAVE (Digital Armoured Virus Exterminator), and must guide him around several computer worlds. He may have more than a fleeting resemblance to a vacuum cleaner but he tends to leave a mess rather than clean things up. Beginning in Sports World, your task is to kill seven deadly viruses that are threatening your general enjoyment and gameplay. With a 3D type world to explore you'll have to search high and low for the nasty enemies.

If you've ever had aspirations to become a member of the computer police then your dreams could come true in Virocop. Your task is simple; explore the various game worlds and destroy all the viruses throughout each stage. Can it really be this simple?

Well actually, no it can't.



Chess through the ages

Futuristic zone features fantastic, 3D rendered graphics



As an example, here's a rook!

There's not too much you can write about chess, especially when you haven't got the game in front of you so you can harp on about how good the chess playing engine actually is! Well anyway, we'll tell you everything we know about Chess Through the Ages then we'll all be in the same boat.



The game will be CD32 and AGA only. You may be wondering why a standard Amiga can't handle this particular chess game, but when you look at the screenshots you'll perhaps realise that it would be impossible. Because of the rendered graphics which have been used to recreate a number of differently styled chess sets from history and the future, there is no way that the A500 and 600 could possibly cope.

Chess Through the Ages will be distributed by Kompart in the UK but it is being programmed over in Poland by a team called Union Interactive who are pretty new to the Amiga scene in this country.

The price and release date are yet to be confirmed, but watch this space and we'll bring you more information as soon as we can get our hands on it.

All pieces are fully animated and act in great battle sequences



Imagine a battle with this knight...

Black Legend's most famous software developers are without a doubt Croteam. These lads who are situated in wartorn Croatia are continuing to bash out the products despite all that is going on in their country. We met up with a couple of them a few months ago when Football Glory was nearing completion and they seem determined to make an impression on the Amiga market. They're hoping that Evil's Doom will be the next step on their road to lasting success.



At the moment no release date has been set for Evil's Doom, but the price has been fixed at £29.99, putting it right up there with all other games of this nature. Anyway, we thought you'd like to see these screenshots before anybody else in the world, and if you keep your eyes peeled we should have some more information in next month's news pages.

Evil's Doom

Black Legend are on the rampage again with another batch of Amiga products from around the world. Evil's Doom is the forthcoming offering from the Croatian team of developers responsible for Football Glory, and **PAUL McNALLY** is keen to find out just what it's all about

Croteam's already impressive track-record consists of the excellent Football Glory, which came so close to improving on Sensible Soccer, and the zippy flight simulation Embryo, which turned out to be one of the hardest games we have ever played.

Richard Holmes of Black Legend told us that equipment is very hard to get hold of in Croatia, and it is impossible for the programmers there to buy the hardware they would really like. To combat this they have to learn how to get the very best from what they have, and as a result the programming is always as close as possible to perfection.



As you can see from the screenshots, Evil's Doom is based on a dungeon type scenario, and there is nothing like a dark grey, deep, dank Dungeon Master style game to get adventurers' hearts pumping. Work still needs to be done on some of the monsters as the graphics haven't quite been completed yet, so if these screenshots are anything to go by, we should be in for a treat.



Project Evil's Doom

Publisher Black Legend

Team Croteam

Release TBA

Inspected by Chicken

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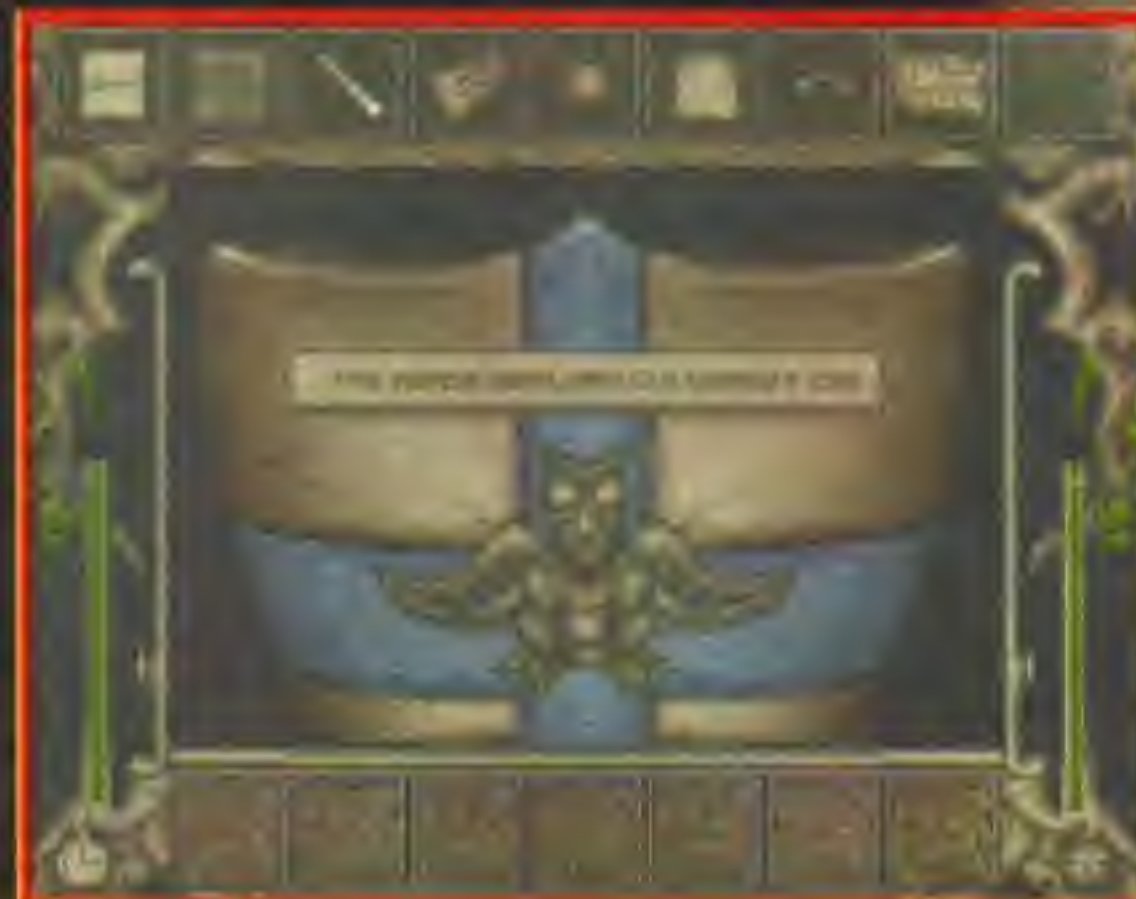
Win Win Win Win Win Win Win

PART 2 After last month's guide to Level One of Valhalla: Before the War, we thought it would make sense to follow it up with the complete solution to Level Two, The Dungeons. So here it is, in all its torture-filled glory

LEVEL TWO The Dungeons

Pick up the tankard, look under the dodgy tile and take the key. Walk down and pick up another tankard. Continue down, then go right. Go up and you should find four soldiers who want a drink. Pick up the tankard from the table and look under the dodgy tile to obtain a stamina bottle. Go down from this room then flick the lever situated at the bottom of the corridor.

Go through the open door, pick up a fourth tankard, look under the dodgy tile and take the key. Then flick the lever at the bottom of the room. Now fill all four tankards with ale and place them on the tables in front of the soldiers. They will now ask for some food. Take the tankards and leave them near the barrel of ale (you will have to use them again later). A door



below and to the right of the soldiers' room will now be open, and this is where you should head next.

Pick up the stick and the two chicken legs, then return to near where you started the level. Cross the dangerous looking stuff at the top left of the room below the corridor where you began, and open the door with the skull key. Walk through it and pick up the bone. Now leave this corridor, return to the large chamber next to it and cross the dangerous looking stuff near the bottom and to the left of the room. Put the stick in the empty socket in the room with the soldier who asks for the password, and pull the lever.

Walk through the door to the left, go up and look under the dodgy tile. Take the



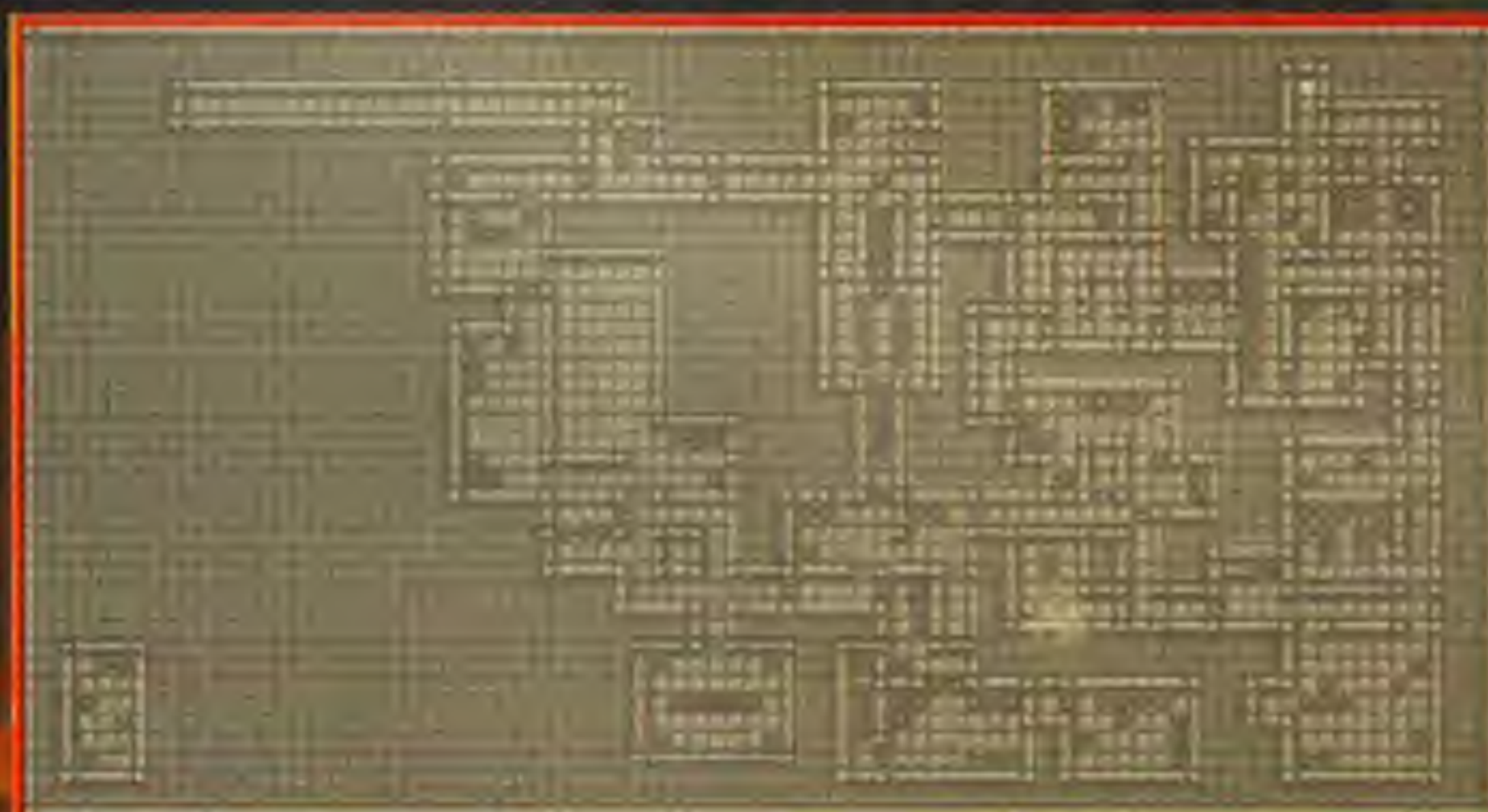
sapphire. Continue up and to the left, look under the three dodgy tiles and take a chicken leg and two more sapphires. Now use the teleporting device (the square with the funny symbol on it). This will take you to another part of the maze. Go up and right until you come to a dodgy tile. Look under it and take the chicken leg. To the right there is another dodgy tile hiding another chicken leg, but you do not need to pick this up to complete the level. Go up into the chamber where there are two tombs – Angry Hours and Femur Link. Put the bone on the Tomb of Femur Link – it should disappear.

Funky chicken

Now return to the four soldiers and put the four chicken legs you have on the tables in front of them. They will present you with a key (which you should take), and ask for another drink.

Open the chest in the barrel of ale room with one of the chest keys and take the paper with CRUMBLIWALLY written on it. Go back to the room of the two warriors' tombs and use the other key to open the chest there. Pick up the Translation drink and go and stand in front of the soldier who asks for a password. Drink the Translation Potion and take a look at the piece of paper with CRUMBLIWALLY written on it – it should now say HERMANS HOME. Take the cross and the Protection Potion from the two chests which open.

Put the cross on the Tomb of Angry Hours – it will disappear. Now re-cross the dangerous looking stuff and go up into





the large chamber. Next to the altar with the book on it there is something which "looks interesting". This is poison.

Drink the Protection Potion and you will be able to pick this poison up safely. Now go and put it in the barrel of ale. Refill all four tankards from the barrel's deadly contents and place them in front of the soldiers again. The door above the soldiers will now open and you should pass through it.

Use the teleporter to the left and you will come to a room containing an altar with a sapphire shape on it. Put one of

the sapphires on here and take the chain when the altar has disappeared. Use the other two sapphires in your inventory to dispose of the next two altars. Now pick up the will.

Go back to the Tomb of Femur Link and put the chain on here. Take the chess piece. Now use the right hand teleport in the room above the four soldiers. Pick up NO from the altar and go down and left into the torture chamber. Pick up the shoes and the watch from here. Below the torture chamber there is a corridor which leads to an altar with COMBINATION written on it. Pick up WHAT'S THE COMBINATION and the cookie.

Torture chamber

Return to the Tomb of Angry Hours and place the watch on it. You will be given another chess piece. Below the torture chamber there is a room that looks like a chess board. Go here, put the first piece you received on the white square at the top left of the room and the second piece on the black square four spaces from the bottom left hand corner of the room. The king is now in checkmate and will

disappear. Take the cigar and the sapphire. Return to the room with the sapphire altars and use this latest gem. You should now pick up LET HIM HAVE IT.

Go to the torture chamber and stand next to the prisoner on the right. Ask WHAT'S THE COMBINATION and he will say that he doesn't know. Now tell the soldier on the right to LET HIM HAVE IT. The poor, skinny soul will be stretched on the rack and the soldier will inform you that you killed him and that he is going to tell. Pick up the key that the unlucky prisoner has coughed up.

Now go to the chess board room and use the teleporter. To the right of the room there is a piece of paper - it is the Valhalla Chronicle. Pick it up. Also pick up the bee tray from the top of the room. Now go to the sapphire altar room and, making sure you have sufficient stamina, begin to walk through the dangerous looking stuff. Keep going until you reach a

You must brutally torture this poor soul if you are to discover the combination

This tray full of bees (well there's four of them anyway), forms part of the combination



He's looking a bit the worse for wear. That's probably because he's dead

Tell the guard to LET HIM HAVE IT and the torture scene will unfold

Valhalla Before the War

Before the War



door. This can be opened with the key you got from the tortured prisoner. In the room below there is a tuning fork and a camera. Continue down and you should find a dodgy tile next to a piece of paper with JOKE written on it. Look under the tile and take the stamina bottle and the piece of paper.

Did you kill him?

In the corridor below the tuning fork there is a teleporter – use this. Flick the lever and a door will open into the room where you found the bee tray. Go back to the torture chamber and you will find the king. He will be standing over the dead prisoner and will ask DID YOU KILL HIM? Say NO I DIDN'T and the king will ask you to prove your innocence. Take the stick from the dead prisoner and return to the room where you saw the tuning fork.

Use the stick on the empty wall socket at the bottom of this room and flick the lever to open the door. Walk through it and pick up the piece of paper with only a

date and heading on it. Put this in the photocopier followed by the page from the Valhalla Daily Chronicle which you picked up earlier. Now pick up the doctored document the photocopier has produced – this is your alibi. Place this new piece of paper in front of the king in the torture chamber and he will disappear. Now take his crown and return to the photocopier once more.

Below here there is a crown stand. Put the crown on here and the door will open. In the room below you will find the Tomb of Robin Sole. Put the shoes on the tomb and they will disappear. Take the sapphire and the orange which can also be found in this room. Flick the switch at the bottom left of the room and go through the door and up the corridor to get the eye.

Return to the torture chamber and ask the prisoner on the left WHAT'S THE COMBINATION? When he tells you he doesn't know, tell the soldier next to him to LET HIM HAVE IT.

After the brief torture scene, ask the prisoner for the combination again. He will scream I WILL BETRAY! Now go to the altar with COMBINATION written on it and place the eye, the will and the bee tray on it from left to right. The door to the left should now open. Go through it and use the teleporter.

Herman's Hermits

Go up the new corridor, take the key and flick the lever to open the door to the right. Use the teleporter to return and go left and up until you reach a door. Use the key you have just found to open this door. Go through the door and up until you come to a dodgy tile next to a barrel of ale. Look under the tile and take the note. To the left of here you will find the Tomb of Hamlet Sharp. Put the cigar on here and it will disappear.

Return to the door you last opened (next to Herman) and go left. Flick the switch at the end of the corridor and this will let you into the room where you saw the tuning fork earlier. Put the note on the



fork and take the sharp you are given. Put this on the Tomb of Hamlet Sharp and take the stick. This can be used with the empty wall socket to open the door in the corridor to the left of Herman.

Go through the door and pick up the paper with CRUMBLIWALLY written on it. Use the teleporter and you will find yourself trapped on all sides. To get out of this predicament, say CRUMBLIWALLY and you will be free. To the left of this room there is a fruit machine. Put the orange you picked up earlier on one of the reels. To the right of this room there is a lever. Flick this and a door will open to the room where you found the photocopier. Go back into the room with the fruit machine and go through the door at the bottom. In this room you will find the Cosmos.

Use the teleporter at the bottom of this room and you will be taken to a chamber which contains the Genesis machine. Take the amplifier which is also there and return to the room with the fruit machine. Go through the door at the top of the room and pick up the Comedian Potion. Go left from here into a room where there is a Tomb of Coloured Fish. Ignore this as it is a red herring. Pick up the camera film from next to the tomb.

Return to the room with the camera and put the film in it. Press the button at the front of the camera and take the picture of yourself that appears. While you are here, go into the room where you found the Tomb of Robin Sole and stand in front of the soldier who asks WHY DID THE CHICKEN CROSS THE ROAD? Drink the Comedian Potion and read the bit of paper with JOKE written on it. After a brief





barrel of ale you poisoned at the beginning of the level. Press the tap on the barrel and the cookie will be poisoned. Pick it up and return to the room where you found the rings (the one with the cookie monster).

Put the poisoned cookie in the dish at the top left and the monster will eat it and die. You can now go through the door at the top of the room. Use the teleport at the top of the room and go up the new corridor to take the pear. Use the teleport again and take the sapphire. Use the teleport once more and you will be able to use the sapphire to get rid of the final sapphire altar. At the top of this room there is a banana and some soil. Take them both and put the banana and the pear on the remaining two reels of the fruit machine.

Return to the room where you found the banana and the soil and enter the corridor to the left. Flick the lever on the wall and walk through the door. Take the arrow from the table and flick the lever at the left of the room.

Go and put the arrow on the Tomb of Robin Sole and take the Luck Potion that you are given. Return to the fruit machine, drink the Luck Potion and flick the lever. Now go to the chamber where you found the soil and the banana and use the teleporter at the bottom of the corridor on the left hand side. This should take you into a room with a liquidiser. Use the other teleporter in this room and you will find yourself in a corridor trapped between two doors. Flick both wall levers to open these.

The Grumbleweeds

Go to the barrel of ale near the Tomb of Hamlet Sharp and use the chest key you have to open the chest between the two tankards. Take the book about Icarus. Take the three apples from the fruit machine reels and put them in the liquidiser you found earlier (in the room with the two teleporters). Take the bottle of cider and put it in front of Grumbleweed - he will belch loudly. Go to the barrel of ale near the Tomb of Hamlet Sharp and fill one of the tankards nearby with ale.

Go back to Grumbleweed and put the amplifier on the floor next to him. Stand on the amp, facing Grumbleweed, and drink the ale you have just poured for



yourself. Your burp will be much louder than his and he will give you a fly trap as your reward. Take this and make your way to the Genesis machine you discovered earlier (go via the teleport at the bottom of the Cosmos room). Put the following items in the Genesis machine and you will be given the relevant planets in return:

Thermometer - Mercury
Fly Trap - Venus
Rings - Saturn
Soil - Earth.

Go to the Cosmos and place the planets on the altars from left to right in the following order: Saturn, Venus, Earth, Mercury. Now put the Icarus book on the sun that appears at the end and you will be given a book containing Herman's Prophecy. Put the book in front of Herman and he will give you a key. Take this and use it to open the door above the fruit machine. Go through it and pick up the loot you won earlier.

Put this money on the desk in front of the soldier who says IT'LL COST

YOU. The door behind him will now open and all you have to do is go through it to the next teleporter and you're ready to tackle the next level - The Gallery.

Keep your eyes peeled for next month's issue of Amiga Action which will feature the full solution to Level Three.



chuckle from the soldier, take the thermometer and the paper from the chests (the piece of paper tells you how to negotiate the maze of teleport devices in the room above the fruit machine - N E W S W S W N).

Go to the room of the teleport maze and put the picture of yourself on the family album. Take the picture of the king. Negotiate the teleport maze using the directions on the paper and flick the lever to open the door at the bottom of the room. Take the rings and go to the room with the sapphire altars. Use the sapphire you have to get rid of one more altar.

Go to Herman, stand next to him and say LET HIM HAVE IT. He will reply LET WHO HAVE IT? Look at the picture of the king and Herman will give you a chest key and ask for his prophecy. Take the key and put the cookie on the drain next to the



Valhalla Before the War

FULL SOLUTION There are some games out there that have caused our readers grief since the day of their release. The Indy games are prime examples, and if our postbag is anything to go by, you'll be more than grateful for this solution

In the beginning

Not too much to do here really. In the first room click on the strange statue and you'll be dumped into the next location. Your task here is to find your way out. Click on the rope situated on the right of the screen.

The next room should be the library where all you have to do is click on the books about statues. After reaching the next room you have to click on the cat figurines on the table. This will take you into the boiler room where the object you seek is situated. Click on the lockers to look inside and one will contain a statue. Click on this and you will pick it up.

New York

Be sure to pick up the newspaper before you head to the back of the theatre. Try to go inside the theatre and you'll be



pushed back by the doorman. The best way to get past this guy is to use your conversational skills. Use this combination for a dialogue path and you'll breeze past without any problems: 1/2/1/3/3.

The next step is to attract Sophia's attention. Speak to the stage hand by using the dialogue path 3/1/1, then hand him the newspaper from outside. When he leaves, push the left and right levers and then push the button.

Iceland

This stage involves visiting this place twice. On your first visit you will merely be pointed in the right direction, so long as you use the dialogue path 3/3/1 to talk to the bloke. The next time you pay a visit you must concentrate on getting the exposed eel head. This can be done by using the orichalcum bead. You will have been to the Azores for a little while first.

Tikal

As everybody who has seen the Indiana Jones films will know, Indy hates snakes, but unfortunately he has to find a way past. Make sure one of the rodents gets within the range of the snakes, then whip the rodent when it's standing in front of the path furthest to the back, near the centre of the screen.

Once the snake is out of the way you will have to get across the chasm by using the tree. You will now reach the temple, but Sternhart won't let you in until you answer his question on the title.

You must admit to him you don't know anything about the title. Talk to the parrot and say, "title?" Now ask Sternhart if you can explore the temple.

Once inside the temple you will see that one of the spiral designs is different from the others. Make sure Sophia keeps Sternhart occupied, head for the exit and go to the souvenir stand.

Pick up the lamp and head back to the spiral design. Then open the lamp and use it with the spiral design. Next use the spiral design with the animal head and pull the nose. Sternhart will then steal something and leave. You don't have to worry too much about following him though as he's not too important.



Azores

Knock on the door as Sophia because Indy will have no success here. The bloke will want to make a trade with you but you won't be carrying anything suitable. This is the point when you go back to Iceland to take the eel figurine.

Barnett College

There are three paths you can take at this stage. The path we'll be concerned with at the moment is the Wits Path which means you need to locate the Lost Dialogue of Plato. This can be in one of three places: the room with the totem pole, the room at the top of the coal chute or the library.

If you need to reach the top floor again you must get the mayonnaise from the ice box inside Indy's office. Use this with the totem pole and pull the pole to the trapdoor. The room above holds the dusty key for the dusty chest. To obtain the key you will have to open the urn and pick up the ashes.

If you need to climb the coal chute, use the gum from the school desk in the library. If the dialogue is in the room with the totem pole, push the large crate to one side and then use the dusty key with the dusty chest - it may be in the room with the cat figurines.

Climb the coal chute, find the figurine, open the furnace in the cellar and use the wax cat with the furnace.

Finally, use the dirty rag from the cellar with the arrowhead from the totem pole room. This will act as a rather crude screwdriver with which you can undo each of the screws in the fallen bookcase. (This crude screwdriver is the type that doesn't look particularly good and is a bit tricky to use rather than one that tells lots of rude jokes to your girlfriend's parents.) Alternatively you could knock the book down with a piece of coal from below.



WITS PATH Monte Carlo

On arrival, talk to as many strangers as possible to discover who Alain Trottier is. When you've found him he will ask you a question. The answer to this can be found in the Lost Dialogue. He will then pass you his business card. Hop in a taxi and head for Algiers.

Algiers

As soon as you arrive, walk as far left as you can into the back alley. Talk to the storekeeper and he will let you know he's not Al-Jabbar. Hand over Alain Trottier's business card and he will tell you to wait until he returns. Ignore this and follow him into the streets to find Al-Jabbar's house. If you fail to follow him successfully you will say, "Where did he go?" Don't worry, return to the market and try again until you see him duck into a house. This will be Al-Jabbar's abode.

Enter the house and wait until the servant leaves to fetch the police. Step into the closet as Al-Jabbar follows you, and quickly step out again, closing the door and locking him in. You can now explore the house to your heart's content.

Pick up the pole and head over to the hanging cloth. Use the pole on the cloth and it will turn out to be a map. Now use the camel and head for the desert.

Desert

Head for the nomad camps to find out where the dig site is. Go to the dig site and head towards the truck. Open the



truck door, pick up the telegram and go left towards a ladder to reach the underground site. You'll have to search around in the dark to find a long tube and a clay thing.

Now go to the truck, open the gas tank and use the tube and the clay jar to empty the tank. After closing the tank, take the jar and find a small metal thing at the ladder. Use the jar with the gas filler pipe. Look for another metal object and push it - this is the generator starter switch.

Next pick up the ship rib and head left to the painting on the wall. In between the hands of the painting is a round object. Push this and a secret panel will open with a statue inside. Pick up the statue and head back to the generator. Open the panel on the side of the generator and switch it off.

Pick up the spark plug and head back to the van. Use the plug with the truck

after opening the hood. Use an orichalcum bead on the statue you found at the dig site and then use the statue on the spark plug. This will start the engine. Close the hood and use the truck.

Head back to Trottier and talk to him until he tells you about the key to the fabled city. A couple of Germans will now kidnap Trottier so you will have to give chase in the truck and crash into the Nazis. Talk to Trottier again and he'll write the address where he threw the Sunstone on the telegram. Return to the street.

Go to the street corners using the map and find the exact address you require. Search the drain and you'll find the Sunstone. Return to the hotel and jump in a taxi. Head out towards Thera and pick up the fishing net. Walk along the path away from the docks and search the mountains. There should be three paths leading into the mountains; two will go nowhere but one will lead to an entrance to an outpost.

Balloon

Here you should close the crate. The lid will have an invoice on it so take this and enter the doorway. There is an entrenching tool on the boxes, so pick this up and open it to find a note from Sophia.

Close the door to reveal a secret panel at the side. Place the Sunstone on the spindle and enter the correct symbol described in the Lost Dialogue. Open the door and take the carved sign, close the door and take the Sunstone.

Use the entrenching tool on the blocked door at the entrance, head back to



Indiana Jones - Fate of Atlantis

You are now ready to make a balloon. Use the fishing net with the basket and then the balloon with the basket. Now you need to inflate the balloon. Head to the outpost again and use the hose on the balloon, then the balloon on the vent. The balloon will inflate and you can now use it to travel.

Locate the submarine and land nearby. Climb up the ladder, open the hatch, step inside and head to the lower deck. Talk to the guard, head aft and pick up the bread and cold cuts. Use the bread on the cold cuts and then return to the hungry soldier. Offer him the sandwich and he'll disappear aft.

Open the locker and take the Moonstone and torpedo instructions. Go down the ladder and then right to pick up the oily rag. Go to the torpedo room and use the oily rag with the wires. Use the torpedo instructions on the control panels and then push the lever.

Once you are under the trap door, climb up and go right to the head. Open the door and enter the head. Close the door and use the Indywear. Leave the head and go right. Use the torpedo instructions on the control panel, attach the clothesline to the lever and open the torpedo tube and enter it. Pull the clothesline to exit the sub and arrive at the island.

Head right to the stone pedestal and use the stone disk. Follow the instructions in the Lost Dialogue. Once the



door has opened, step inside and pick up two of the statue heads. Enter the door and use your whip to pull the statue towards you. Then close the gate.

Go through the centre door, then through the one on the left. Next go through the door immediately to your left. Use your whip on the statue head and it will roll down the steps. Follow this and you will step on an elevator which will take you down. Pick up the pole, woolly scarf and Worldstone. Examine the waterfall and you'll notice a hidden chain. Use the chain to climb up the waterfall.

Now go through the door on the left and use the three statue heads on the shelf. When the door is open, enter and go through the centre and right doors. Use the staff on the clock, return through the two doorways and go right. Use the staff on the mouth of the head and pick up the gold box. Head through the door behind you, use a bead on the statue and use the statue on the Microtaur. This will dig through the wall. Step through the hole and you'll find yourself in the map room.

Use the stone disks on the spindle to open a door. Go through and head to the right through the two doors. Pick up the beads and go through the door.

Next use the comb with the clothesline, then the comb with the scarf to charge it with electricity. Use the comb to reveal a door. Enter here, pick up the bead and use it on the mouth of the subway train. Put the mouse down, give three cheers and go and make yourself a brew, for you will now enter Atlantis.

Head down the stairs and pick up the wooden object. Go right, use the ladder on the pile of rubble, climb it and be sure to pick up the ladder. Now open the stone thing and there will be a metal rod inside. Use a bead with the rod to produce a light, and use the disks with the spindle. When the mouth of the sentry opens you should put a bead in it to open the big door to Atlantis.

Once inside Atlantis there will be a view from above. This produces a circle which represents Atlantis. There will be question marks around the area, indicating rooms you can enter. There are 22 rooms in all, six of which have names.

Inside some rooms there are grates to allow you access to other rooms, and in two of them the grates will lead to a grate in the wall. In turn, one of these grates leads you to a place with a statue. Use a bead on the statue to kill the guard and explore the rooms until you find these seven items:

1. A bronze gear
2. A statue head
3. A cup
4. A rib cage
5. A bronze spoked wheel
6. A statue part
7. An eel sculpture

Now go to the lava room and use the cup on the pedestal. Then use the lava-filled cup on the funnel. Go down to the dish to collect the beads – you will need approximately seven of these to complete the game. Head to the crab room and use the sandwich with the rib cage. This baited hook can now be used in the pool to catch a crab. Head towards the sentry room and use a bead



diagram from the last room on the two levers and look on the floor where you will see more strange markings. These are instructions on how to stop the machine. Try to remember these and then put a bead in the mouth to start the machine.

Once you can control the machine, use the diagram from the floor to stop it. When you have escaped from here, walk to the path to the right and below you. Go through the door.

You will now have to enter certain doors to reach the lava crossing. Follow this sequence: right, up the stairs, right, middle, middle, right and then left. The diagram on the wall is the combination to start the machine.

Go up the slope then through the left door. You have now reached the lava crossing. Walk all the way to the right and back to the centre of the city to reach the Machine Of The Gods.

Use the combination which was on the wall, on the spindle. Kerner will enter the room. Talk to him until he enters the machine and is killed. You now have to speak to the professor using this combination of answers: 1/2/3/1/1/2/4/2/2/1. The prof will now enter the machine and disappear. Hurrah! The End!

Keep sending solutions and we'll pull out all the stops to try and print them. If we haven't featured a game before, the more likely we are to print the solution!



Indiana Jones - Fate of Atlantis

Our selection of Small Tips is drying up. What's wrong with you? If you don't start sending them in soon we'll be round to your house with a big stick, and then there'll be tears

Fears AGA demo

We don't usually give cheats out for stuff like this but seeing as the demo of forthcoming Doom clone Fears is doing the rounds at the moment, you may as well be informed. Simply press HELP at any time for all weapons, all keys, 99 Health and 99 bullets. Easy!



Theme Park AGA

Apparently, if you enter your nickname as MIKE and start the game as usual, a whole host of options become available. Pressing Z will allow you access to all the rides in the game, pressing X will give you all the amenities, and pressing C will give you 50 grand (you can keep on doing this). You can also press I for all of the shops!

Please note that if you reload the game from a saved position the money cheat will have disappeared, so get your money up to about £10M before you save it. So says somebody whose name we've lost! Sorry, whoever you are. Why not write in again and we'll try and sort you out with a prize?



ALFRED CHICKEN

On the title screen, type HELPMARK for a level select screen. Press (1-9) or (A-B) to select the level you want.

BLUES BROTHERS

On the character select screen, type WALLOO and the background screen will change to maroon. Press a number (1-6) then the space bar to go to the corresponding level.

ELITE

When the copy protection screen appears, type SARA for the first attempt. If you have a newer copy, type SUZANNE. Next you will have to enter the right code from the manual. Use the '.' key or the '*' key to alter the quantity of the arms and cargo.

GOAL

If you're unfortunate enough to have a player sent off, press the AMIGA key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

JURASSIC PARK

Level codes, funnily enough...

- 2 - E54C67AA
- 3 - B5A48352
- 4 - D5F4A862
- 5 - 95B48B42
- 6 - 85A4834A
- 7 - 85B48B42
- 8 - F54C6FAA
- 9 - C57C77B2
- 10 - D56C7F8A
- 11 - A5149F5A

KRUSTY'S SUPER FUNHOUSE

For infinite lives enter ZACHARY for the password. You can also go anywhere in the game. And here are some level codes:

- 1 - NELSON
- 2 - PATTIE
- 3 - MRLOW
- 4 - MAGGIE

LEMMINGS: CHRISTMAS '94

- FROST (1 PLAYER)
- 1 - CAJRLDNBCG
- 2 - IJRLDNCCCP
- 3 - NRLDNCINECF
- 4 - RLDNCINECF
- 5 - LDNCAJVFCO
- 6 - DNCIUVLGCH
- 7 - NCANVLDHCE
- 8 - CINVLONICN
- 9 - CAJRMNDJCP
- 10 - IJRMNDCKCI
- 11 - NRMNDNCALCF
- 12 - RMDNCINMCO
- 13 - MDNCAJVNCH
- 14 - DNCIUVMOQ
- 15 - NCANVMDPCN
- 16 - CINVMDNQCG

HAIL (1 PLAYER)

- 1 - CAJRLFNBDJ
- 2 - IJRLFNCCDS
- 3 - NRLFNCADDP
- 4 - RLFNINEDI
- 5 - LFNCAJVFDR
- 6 - FNCIUVLGDK
- 7 - NCANVLFHDH
- 8 - CINVLFNIDQ
- 9 - CAJRMFNJDS
- 10 - IJRMFNCKDL
- 11 - NRMFNCALDI
- 12 - RMFNINMDR
- 13 - MFNCAJVNDK
- 14 - FNCIUVMODD
- 15 - NCANVMFPDQ
- 16 - CINVMFNQDJ

FLURRY (1 PLAYER)

- 1 - CAJRLDOBEJ
- 2 - IJRLDOCCES
- 3 - NRLDOCADEP
- 4 - RDLOCINEEI
- 5 - LDOCAJVFER
- 6 - DOCIJVLGEK
- 7 - OCANVLDHEH
- 8 - CINVLDOIEQ
- 9 - CAJRMDOJES
- 10 - IJRMDOCKEL
- 11 - NRMDOCALEI
- 12 - RMDOCINMER
- 13 - MDOCAJVNEK
- 14 - DOCIJVMOD
- 15 - OCANVMDPEQ
- 16 - CINVMDQOEJ

BLIZZARD (1 PLAYER)

- 1 - CAJRLFOBFM
- 2 - IJRLFOCCFF
- 3 - NRLFOCADFS
- 4 - RLFOCINEFL
- 5 - LFOCAJVFFE
- 6 - FOCIJVLGFN
- 7 - OCANVLFHFK
- 8 - CINVLFOIFD
- 9 - CAJRMFOJFF
- 10 - IJRMFOCKFO
- 11 - NRMFOCALFL
- 12 - RMFOCINMFE
- 13 - MFOCAJVNFN
- 14 - FOCIJVMOFG
- 15 - OCANVMFPFD
- 16 - CINVMFOQFM

PREMIER MANAGER 3

If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

ROAD RASH

- 00000 00J00 102V5
- 21JUD - PANDA 600
- 00000 00J01 113BT
- 22KDP - BANZAI 750
- 00000 00R00 013VS
- 32RV4 - BANZAI 750
- 00000 00S20 117K5
- 33UV1 - KAMIKAZE 750
- 00000 01421 109G5
- 448VN - SHURIKEN 1000

STREET FIGHTER II

Whilst in a two-player game, pause mid-fight and type 7KIDS. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type PATIENCE in slowly and the border will flash yellow. Now select your fighter. Press F10 at any time to reset your energy bar to full.

X-IT

- 02 - 033028
- 03 - 555925
- 04 - 567597
- 05 - 276614
- 06 - 517375
- 07 - 877535
- 08 - 829508
- 09 - 287682
- 10 - 221620
- 11 - 728441
- 12 - 640537
- 13 - 558170
- 14 - 170088
- 15 - 688631
- 16 - 450418
- 17 - 898476
- 18 - 095909
- 19 - 589611
- 20 - 394659

ADDAMS FAMILY

Various codes for starting points.

- 81Y1M - 3 hearts
- V1514 - Pugsley
- V9198 - Fester

ALIEN BREED '92

Level codes.

- XXDFA
- RTHAA
- LAEEA
- UYTTA
- PPEAB

ALIEN BREED 2

More level codes.

- 2 - 353828
- 3 - 108383
- 4 - 370101
- 5 - 982822
- 6 - 847464
- 7 - 737373
- 8 - 928112
- 9 - 267364
- 10 - 193831
- 11 - 090921
- 12 - 309383
- 13 - 101221
- 14 - 103992
- 15 - 998112
- 16 - 125332
- 17 - 091233

BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.

- 1 - ROTTEN CHEAT
- 2 - LOUSY CHEAT
- 3 - LOW DOWN CHEAT

BOBS BAD DAY

Selected level codes.

- 10 - XCKCKZPE
- 20 - VDPEFWNG
- 30 - SEAGGUPH
- 40 - QEAIVNJ
- 50 - NDPKKWPL
- 70 - IDPONWPO
- 80 - GFFQPNQ
- 90 - DEASQVR
- 95 - CFFTRUOS
- 100 - BEAUSVNT

BUBBA 'N' STIX

Level codes

- 2 - T1QKPF7CMG
- 3 - PKMYGFFW7D
- 4 - 913XPD1LZ5
- 5 - 121FX75RJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an

all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money.

- WORLD TWO - GVVCH5DM57#N
- WORLD THREE - V35076X657WH
- WORLD FOUR - 6UCDXU2557V2

CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

EPIC

Level codes.

- 2 - CEPHEUS
- 3 - APUS
- 4 - MUSCA
- 5 - PYXIS
- 6 - CETUS
- 7 - FORNAX
- 8 - CAELUM
- 9 - CORVUS

FLASHBACK

Level codes

Easy:

BACK

LOUP

CINE

GOOD

SPIZ

BIOS

HALL

Normal:

PLAY

TOIT

ZAPP

LYNX

SCSI

GARY

PONT

Hard:

CLOP

CARA

CALE

FONT



Sim City 2000

If you have the equipment to play this game you're a damn sight better off than any of us. In fact you're so rich that you're probably the Queen. So then Ma'am, you could probably do with a cheat to help you on your city-building way. We haven't actually got a copy of the game in the office anymore (the office thief has been at it again), so we're afraid we can't test this for you. Just cross your royal fingers and hope that it works! Simply type CASS to gain \$250 (which doesn't sound much to us). However, you are warned that if you repeat this too many times your city will undergo a major disaster. So there.

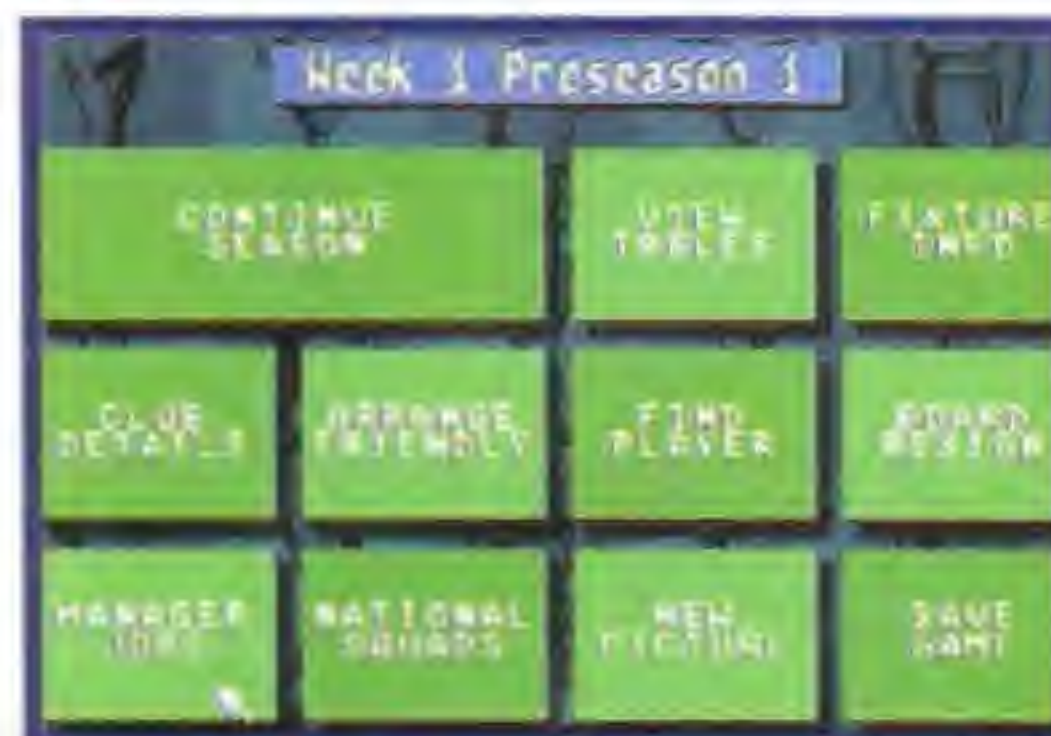
Championship Manager '94

End of Season data disk

If you're struggling with this latest instalment in the Championship Manager series then some worthwhile additions to your squad could well be:

Stuart Rimmer, Chester, Centre-Forward
Darren Donnelly, Chester, Goalie
Antony Bird, Cardiff, Centre-Forward
Tommy McGuckin, Right-back, Hartlepool
Ian Jenkins, Chester, Left-back
Chris Curran, Torquay, Centre-back
Trevor Putney, Leyton Orient, Midfield
Jason Cousins, Wycombe, Right-back
Steve Okai, Leyton Orient, Left-wing

Many thanks go to Richard Patterson from Co. Durham for that.



Sensible World of Soccer

This isn't so much a small tip as a filthy cheat from Damon Clarke of Leicester. If for example you are Manchester United and you get a job offer from Blackburn Rovers and decide to take the job, first go to the transfers and exchange the players worth millions on the United team for rubbish players only worth thousands at Blackburn - eg swap Pallister (£3M) for Gale (£550k). Do this with any players you want then accept the job. Your new squad will be waiting for you on arrival.

HASH FIBO TIPS

FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18

Level codes:
1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL
23 - ORDER
24 - SODOM

HUMANS

Selected level codes:
10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY
40 - BANANA MOON
45 - VISION
50 - RANGERS
55 - CONSOLIDATED
60 - PROMISED LAND
65 - (Oh dear, can't be

arsed with that one...)

66 - HELP ME
70 - NIN
75 - LORDS OF CHAOS
76 - NOW ITS DONE
77 - IM OUT OF HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS: JURASSIC LEVELS

More of the same.
10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARO
25 - IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLUM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME
70 - PYTHON LEE
75 - FATEANDFORTUNE
80 - FOREVER

JIMMY WHITE'S SNOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

KRUSTY'S FUN HOUSE

Level codes for this... er... level codes:
2 - WHOAMAMA
3 - FLANDERS
4 - BROCKMAN
5 - SIDESHOW

LETHAL WEAPON

Mission codes:
1 - KSIF
2 - ECHOIR
3 - FLRSKB

4 - EUOASF

Key cheats: Press [ALT] and then:
Y-L - No sprite collision
Y-L - Extra lives
Y-K - Extra ammo
Y-Q - End sequences
Y-(1 to 0) - Various

LIONHEART

At the start of the game, push down on the joystick, and press [CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdyn into the mouse pointer. Position him anywhere you like by moving the mouse and pressing path buttons.

LOST VIKINGS

Level codes:
2 - STRT
3 - TLPT
4 - GRND
5 - LLMO
6 - FLOT
7 - TRSS
8 - PRHS
9 - CVRN
10 - BBLS
11 - VLCN
12 - QCKS
13 - PHRO
14 - CIRO
15 - SPKS

LOTUS 3

Selected course codes:
Easy:
UVQSNPBCM-60
HSYWYSKGC-50
Medium:
NSSSXXXXX-60
OUNDEFACG-99
Hard:
MFFSRPYDU-60
AFZYBQCJT-70
SKGYXXXXX-57

WJMEGMEQH-60

MORTAL KOMBAT

Joystick control for the Death Moves - carry them out when "Finish Him" appears near the end of a fight.

RAIDEN - Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO - Away x 2, fire. RIPS HEART OUT.
SONYA - Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO - Towards, down, towards, fire.
RIPS HEAD OFF.
JOHNNY CAGE - Towards x 3, fire.
PUNCHES HEAD OFF.
SCORPION - Down x 2, fire. FLAME THROWER.
LIU KANG - Down, away, towards, down. SCISSORS KICK.
Also for Mortal Kombat type DULLARD on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

MICKY BOOM

Level codes:
2 - KRATTY
3 - MIRTES
4 - ARRAX
5 - JANIR
6 - TRINOS
7 - SIXAN

MICKY 2

What does it look like, strawberry jam?
2 - DRAKO

3 - ATIKH
4 - FIRAM
5 - LURNA
6 - PALET
7 - MIURA
8 - SLORY

PINBALL FANTASIES

Various ball-enhancing things.
EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

PREMIER MANAGER

Telephone number cheats.
250967 - Sets all tackling to 99
000123 - Sets all passing to 99
220769 - Sets all shooting to 99
781560 - Mega cheat! Sets all skills to 99, plus £20 million.
753423 - Sets goalie skill to 99
061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER

Selected level codes:
10 - 07680
20 - 15362
30 - 08718
40 - 30734
50 - 22046
60 - 17470
70 - 19071
80 - 28927
90 - 28671
100 - 44543

RAINBOW ISLANDS

Type in quickly on the title screen...
BLRB558J - Permanent fast shoes
RJSBJSBR - Permanent double rainbows
SSSLLRRS - Permanent fast rainbows
RRLLBBJS - Hidden food becomes money bags
SRBJSLSB - 1,000,000 points bonus (Wooooooo)

ROBOCOP 3

To skip levels type THE DIDDY MEN with [SHIFT] held down, then simply hit [ESC]. Several times, if you like.

ROOLAND

Press [HELP] five times - you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS

Level codes:
2 - STATION
3 - UNITY
4 - WAVE
5 - EXPORT
6 - OPTION
7 - RECORD
8 - SCALE
9 - SIGN
10 - ACRON
11 - CHOPPER
12 - GATE
13 - ISLAND
14 - LEGION
15 - PIECE
16 - RIVAL
17 - SAVAGE
18 - XAVER
19 - BLADE
20 - BEACON
21 - PASTURE
22 - OMNUS
23 - TRIBUTE
24 - FOUNTAIN
25 - CHUDE

SON of Boggit

Can you help me SOB?
I'll see what I can do.
Amiga games are my life
I've loads of tips for you



Welcome once again to yet more warblings from the hairy and extremely attractive adventure helpline guru that I undoubtedly am. Regular readers will probably remember the limbless tree-house dwelling character who frightened me to death last month, and may even be wondering what the hell he thinks he's doing living alone in a jungle with only the beasts of the trees and fields as company.

Well, wonder no longer, for I can exclusively reveal that Hamish "Stumpy" McGregor (for that is his name), is living in exile; banished by the evil Lord Albert Rankpantz from his ancestral home for refusing to pay the 95% radish tax which was unilaterally imposed on the profits made each year from his vegetable farm. Not only this, but before he was forced off his land, Stumpy was thrown into Rankpantz's private piranha aquarium as an extra punishment. This would normally have ended in certain death for the victim, but Stumpy was well renowned for his lack of personal hygiene in the foot department (ie he only owned one pair of socks, and hadn't changed them for over thirty years), so after the piranhas had removed his legs in a terrible, boiling feeding frenzy, they had had more than enough. Stumpy saw his chance, and despite the terrible pain, he managed to drag himself away from the pool and the furious Rankpantz who was weeping tears of anger at the sight of so many of his prized fighting fish floating belly up.

A normal man would have died from blood loss, but the bad circulation that had plagued Stumpy for most of his life turned out to be his saviour. Only a couple of pints of life-preserving fluid had been lost when he was found by the local blacksmith. Seeing the terrible state that Stumpy was in, the blacksmith sized up the situation immediately and realised that the terrible wounds would need instantly cauterising if his life was to be saved. So, with his eyes streaming from the intense heat and an armadillo between his teeth to bite on, Stumpy found himself being lowered "feet" first into the blacksmith's fire. The pain was unbearable and intense, but it was the price that had to be paid if his life was to be saved.

A few weeks later and Stumpy had more or less recovered. The blacksmith had offered to make him a pair of false metal legs free of charge, but Stumpy didn't have time to wait around. He knew that Rankpantz's men were on

Valhalla: Before the War: Err, help! Does anyone know how to get out of this maze?



Beneath a Steel Sky:
Looks like a scene from a
Harold Lloyd film

the lookout for him, and unless he left immediately for a place where he would never be found, his life would always be in danger.

The blacksmith knew of an old, deserted treehouse in a far-off jungle that would be the perfect place for his new friend to see out the rest of his days safely. So, without further ado, he packed Stumpy into a large rucksack, hoisted him on to his back and set off for the jungle.

The treehouse was in fairly good nick when they arrived, and after making Stumpy feel at home, the blacksmith returned home to look after his business. That was the last time the treehouse had received a human visitor (prior to my arrival - even though I am not strictly a human myself), and Stumpy has spent the last fifteen years making friends with and learning the ways of the various members of the animal kingdom which inhabit the area.

It took me quite a while to recover from this story, and when I had convinced myself that Stumpy was telling the truth, I couldn't stop a broad grin from spreading across my face. Here at last was someone who knew the whereabouts of Lord Albert Rankpantz! But what about the Woonsocket diamonds? Did Stumpy know where they were? Would he help me on my quest? Can you wait till next month?

I am here to serve.

Darkseed

Q Please, please, please, can you help me on Darkseed? I know that I need a piece of microfiche but where can I find it? I know that when you find the microfiche you can find the car keys but where can I find the petrol? Please help me!

Simon Priestley, Kearsley

A To get the microfiche you will need to enter the Archives on Day Two. First of all however, you must escape from your prison cell using the bobby pin. You should then swap this for Sargo's headband. Wearing the headband will make you invisible and you will be able to walk past the guard into the

Archives. Once inside, activate the machinery and the Keeper of the Scrolls will appear to give you the microfiche. Now run home and go to sleep. As for the petrol you require for the car, well it isn't actually petrol that you need. Pour Scotch into the tank to get the car started.

Monkey Island 2

Q I can't get past the first bit on part 5 (Dinky Island) when you're in the jungle; I keep going the wrong way. I either end up on the beach or totally lost. Can you please tell me the directions to get out of the jungle to somewhere else? Can Herman Toothrot show me or tell me the way to get to another place?

Steven Hayes, Solihull

A The jungle is a very lonely and dangerous place, so read this very carefully before you try to progress any further. Take the jungle path and go right at the fork. Get the rope when you reach the chest and open the crate with the crowbar to get the dynamite. Now return to the fork and take the left path. Continue until you come across a tree with a bag hanging from its branches, then use the bottle on the tree and the bag. Now get the cracker mix. Go back to the beach, use the martini glass on the sea and the machine, and use the water on the cracker mix. Give the crackers to the parrot and note down the directions. These should lead you to the X.

Valhalla: Before the War

Q Please can you help me with Valhalla: Before the War? I am stuck on Level One with these items: soft clay, book of spells, book on birthstones, chest key, faith potion, stamina potion, teddy. I have already made the cake but I can't do anything with it. I've tried everything but I'm still stuck.

PJ Harvey, Plymouth

A Hmm, I'm not convinced that's your real name PJ, but I'm more than willing to point you in the right direction. You need to put the teddy on the bed in the room where you found the snail race. In return you will receive some sleeping pills. If you place these on the Insomniac's Tomb you will be given

SON



▶ a Nightmare spell. Put this in front of the cook, then give her the cake too. That's enough to be going on with for now PJ, see how far you can take it from there.

Leather Goddesses of Phobos

Q Can you please help me with Infocom's Leather Goddesses of Phobos? The things I am stuck with are the answer to the Sultan's riddle and how to exit from Cleveland. Could you also tell me how to enter the dungeon under the library in Infocom's Plundered Hearts?

Ian Oakes, Durham

A Leather Goddesses of Phobos? My, my, we are a wild young scamp aren't we Ian? The answer to the Sultan's riddle actually lies within the riddle, I shall say no more, and to leave Cleveland you will have to pull the sod to reveal the exit.

To enter the dungeon in Plundered Hearts you need to get the hat and the treatise of power, then touch the sinister portrait. Now enter the portrait and you should find yourself in the dungeon.

Beneath a Steel Sky

Q In Beneath a Steel Sky I know I need the video from Gilbert Lamb's apartment but I have no idea how to get it. Please can you help me?

Also, we the readership only know you by the name of Son of Boggit. Are you hiding something? What is your real name?

Andrew Nichol, Stratford

A To get the video you will need to go to the lift in Lamb's apartment block. You should then meet Lamb and he will tell

Simon the Sorcerer: Simon has a cold so he's unaware of the stench from the compost heap

you to feed his cat. Use Reich's ID card on the door slot, and after pressing the button on the food dispenser, go over to the bookcase and pick up the video of Pussies Galore.

As for your final question Andrew, I'm afraid that revealing my real name would result in instant ridicule from the readership of this magazine, so I think I'll keep it under my hat for the time being.

Theme Park

Q Please can you give me a cheat to give me more money on Theme Park. I am always going broke.

Ray Doherty, Salford

A Apart from holding down the 'C' key when disk three is loading, you might want to try this tip which was sent to me by David Balaam of Chelmsford.

When buying land for the second time (ie when you sell the UK land), don't click on any spots. Click on the tick in the bottom right hand corner instead, and if all goes to plan you should be set up in a place called Inflation Rate - a land

where you pay no land tax and no interest. Try it every time and it should work sooner or later. Ta very much David.

Simon the Sorcerer

Q I am stuck on Simon the Sorcerer. I can't find the staff and I can't get access to the tower. Please help me before I smash the A1200.

Richard Shurrock, Fleet

A The reason you can't find the staff is because it is in the tower. To get into the tower you need to use the clapper on the bell outside. Then simply climb up the Rapunzel-like hair which appears and you'll be inside. Use the woodworm on the floorboards and the ladder on the hole which appears. Go down the ladder and open the scary-looking tomb. You'll find a bandage at the back of the mummy and you should use this to get the staff.

Well, that's your lot for another month. I'll endeavour to bring you further news of my new friend, Hamish "Stumpy" McGregor, next month, and if I manage to persuade him to help me on my quest, we'll be setting out for Rankpantz' domain without delay.

Wish me luck readers.

Until next time, farewell!

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Trounch, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a wrapped addressed envelope, why not give it to Boggit instead?

Send your queries (and tips if you like) to:
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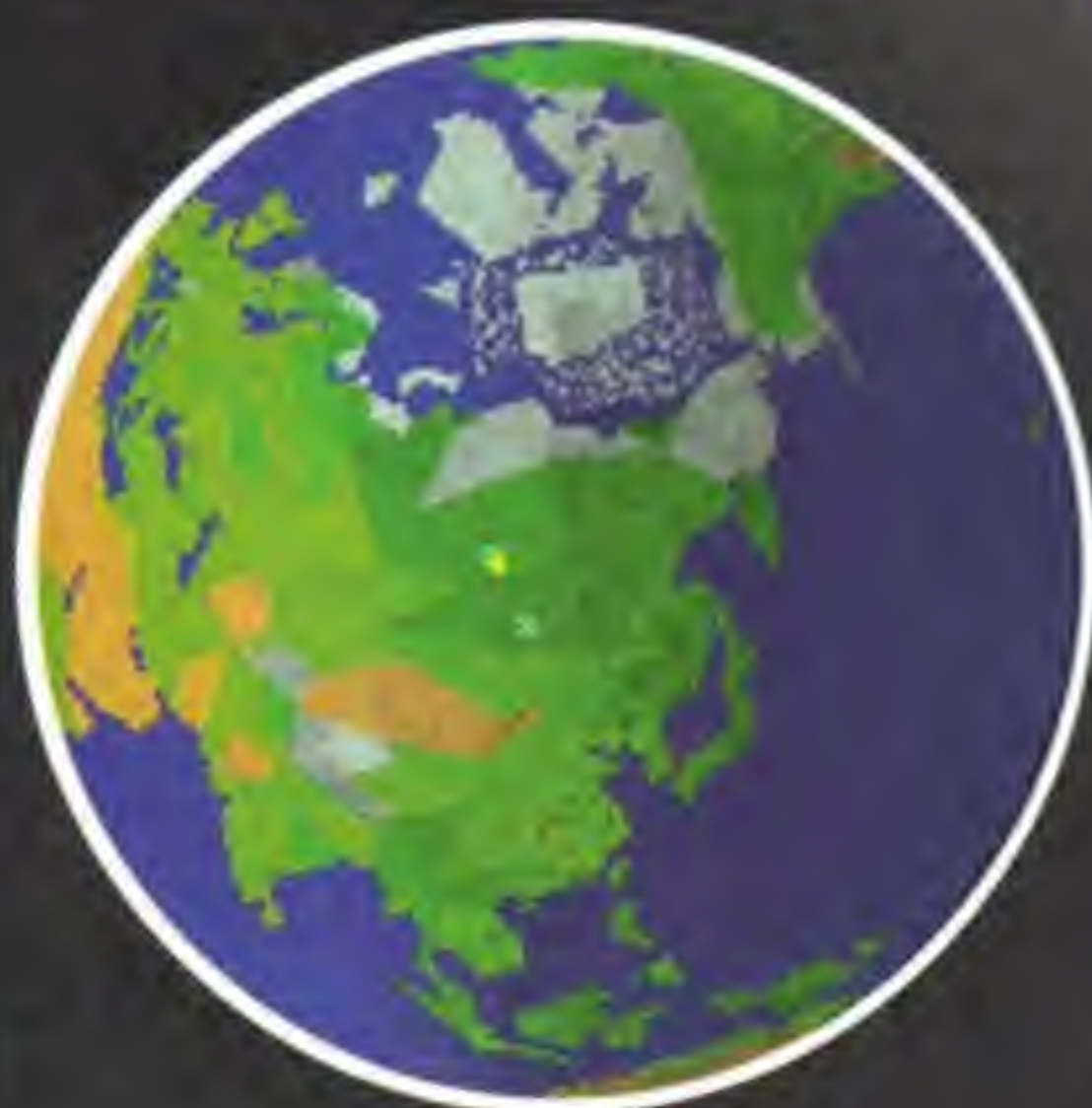
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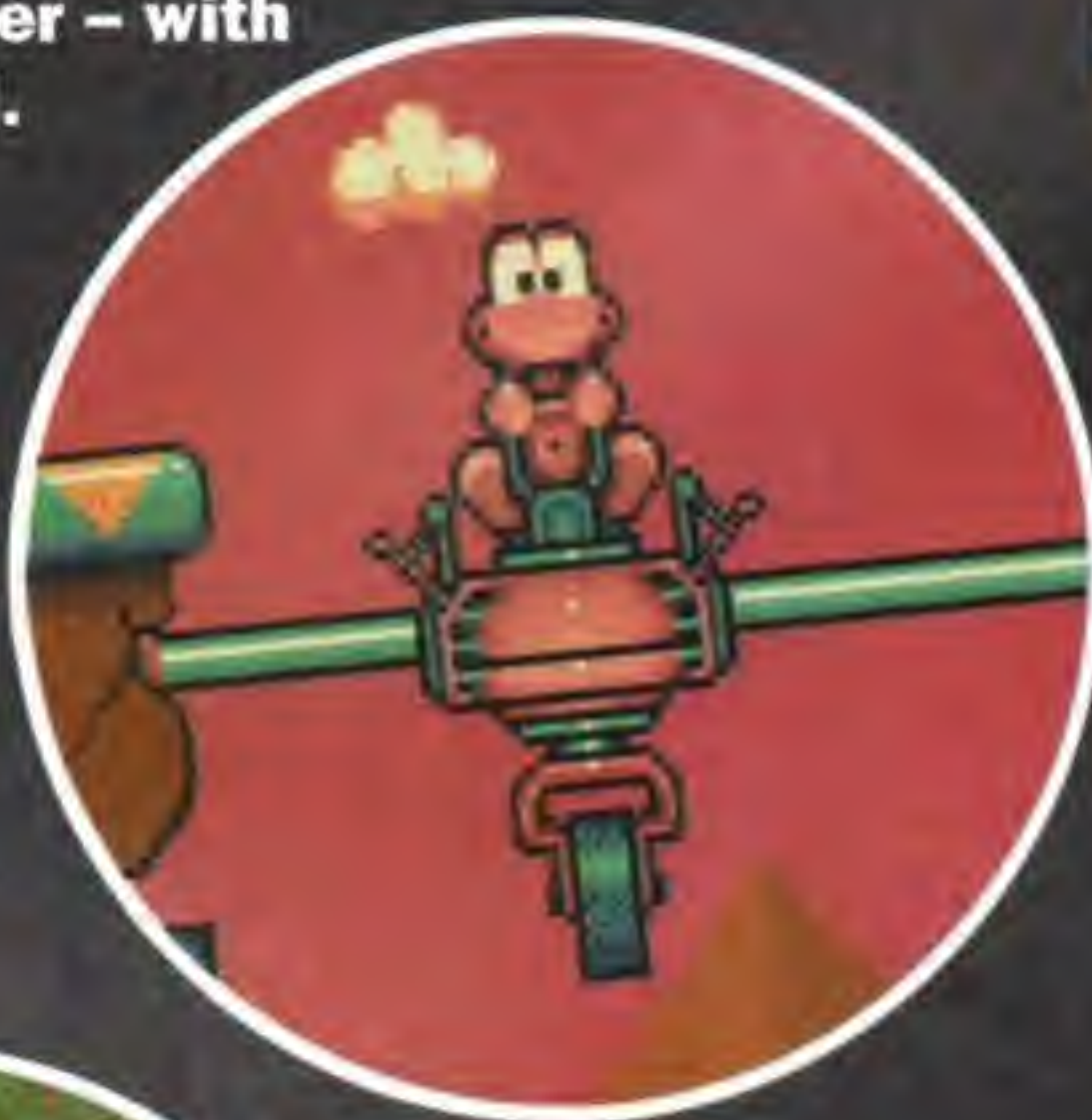
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Get a Life!

Get a Life branches out this month as we make our first foray into the world of book publishing with a review of a bizarre title from America. We also bring you news of the release on video of one of the most successful films of 1994, Pulp Fiction. Not only that, but we've taken time out to play one of the all-time classic board games, Game of Life, and asked Andy Sharp to review one of his beloved devil music albums. Dirtbaby or something we think it's called. Read on...

Game of Life MB Games



Everyone had this when they were a kid so it really needs no introduction from us. Coming complete with one of the most elaborate boards ever seen in a game of this type, you know as soon as you peel off the cellophane that what you're getting is a quality product with many years of history and tradition behind it. This is a game of skill and chance for all the family in which you can choose to take a cautious approach and quietly amass a fortune, or for the more impatient among you, risk everything for the big gain and hopefully set yourself up overnight. As with real life the game throws up plenty of surprises, both nice and nasty, and there are pitfalls waiting round every corner. Game of Life is a real classic that is unlikely to lurk at the bottom of your cupboard gathering dust.



Nothing in This Book Is True, But It's Exactly How Things Are

Bob Frissell - £10.99 Available from Airlift Books



Well, having skimmed through it we're not all that convinced that this is 'exactly how things are', but then again we're hardly renowned for our open-mindedness here at Amiga Action. Written by the 'legendary' Bob Frissell, this book draws together every paranoid alien/government conspiracy theory known to man and attempts to link them all together in one giant hypothesis of exactly what's going on and just how much is being held back from us.

There are people out there who are more than happy to swallow this kind of stuff whole, but you'd really have to be Johnny Gullible to put any kind of faith whatsoever in what this bloke's going on about. Just to prove our point here's a random quote from the book:

"An alleged major incident occurred in 1954, when our government (the Americans) made contact with a race of aliens that has since become known as the 'Greys'. Evidently they landed at Edwards Air Force Base, met with President Eisenhower, and signed a formal treaty."

Yes, that's right mate. There was old Eisenhower sat around an oak table with a bunch of aliens shaking hands and signing a treaty. I suppose that when it was the aliens' turn to sign they made a mark on the paper using a special laser built into their finger did they?

Believable? Interesting? Laughable? Most certainly the latter two and definitely worth a read whether you believe in it or not.

Mudhoney My Brother the Cow Reprise

After the patchy but somehow rather good Piece Of Cake album of '92 and the Five Dollar Bob's Mock Cooter Stew mini-album, Mudhoney return to the glorious

days of old. It's not quite up to the standard of the classic single Touch Me I'm Sick, a song which relaunched the dinosaur of American alternative music in the late '80s, but it's pretty damn good nonetheless.

Mudhoney were hotly tipped for major success a few years ago, but their limelight was stolen somewhat by their labelmates of the time, Nirvana or something they were called, and unfortunately they seem doomed to remain in relevant obscurity.

Highlights of My Brother the Cow include Today, Is A Good Day, Into Your Shtick and 1995. As a whole it's their strongest sounding album in years, and as a special bonus the CD includes the last three quarters of it playing in reverse! Who said the guitar was dead?



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Pulp Fiction - Cert 18

Touchstone

Available to rent April 25

PolyGram Video

sentence to describe his work or constantly harp on about how many times we've seen Reservoir Dogs. But, even we have to admit that Pulp Fiction is a highly enjoyable film which, at just over two hours long, simply flies by.

We've heard it described as several stories superbly interwoven into one, but personally we think you should forget all this analysing rubbish and just watch it. It stars John Travolta, Bruce Willis, Uma Thurman and loads of other famous people whose names escape us for the moment, but it's enough to say that everyone puts in a good performance.

Pulp Fiction is an unmissable film, unless of course you're unfortunate enough to be under 18, in which case you'll have to find some seedy back street video store which is willing to break the law and rent you a copy.

We don't condone all this quoting lines from films by a certain director who shall remain nameless, and we certainly don't think it's clever to use the word 'genius' in every other

clever to use the word 'genius' in every other



No Escape - Cert 15

Available to buy, Guild Home Video - £10.99



Ray Liotta, star of the straight-to-video market, has come up with yet another no-holds-barred action fest, this time set in the not too distant future - 2022 to be precise. Ray plays Marine Captain John Robbins who is convicted of murder and sent to a ruthless maximum security prison run by a sadistic warden who has the ultimate solution for its most troublesome inmates - Absolom.

This is a top secret location where prisoners are abandoned and left to die. It's a prison where, according to the video box, there is only one rule: survival of the fittest.

As the "plot" develops, the prisoners in Absolom split into two groups: the Outsiders, savages who live by force and violence, and the Insiders, a smaller group of peaceful men led by their spiritual leader, The Father.

Let's be honest, this was never going to win any awards, but if it's all-out action and excitement you're looking for you can count on No Escape to provide it.



BACK ISSUES



ISSUE 63 NOVEMBER '94

Cover - Dreamweb.
Coverdisk - Valhalla & the Lord of Action, Kid Chaos, Exclusive Assassins disk.
Features - ECTS Report (with a picture of Paul's bum), Ryan's Diary Pt 1 (with a bob intro).
Reviews - Detroit, Dreamweb, Jetstrike CD32, Lital Divil CD32, Simon the Sorcerer CD32, Soccer Kid CD32, Tactical Manager Italia, The Clue, Top Gear 2, Clockwiser, Their Finest Hour, Winter Gold.
GTGAs - Monkey Island 2, Valhalla Pt3, Son of Boggil



ISSUE 64 DECEMBER '94

Cover - Skeleton Krew
Coverdisk - Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case
Features - Caught in the Net (Internet), Legend: Work in Progress
Reviews - Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleton Krew, Rugby League Coach and many more
GTGAs - Universe, Ishar 3, Robinson's Requiem



ISSUE 65 XMAS '94

Cover - 4 DISK EXTRAVAGANZA!
Coverdisk - Skeleton Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats
Features - Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage
Reviews - Aladdin, Alien Breed - Tower Assault, Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more!
GTGAs - Universe Pt 2, Darkseed CD32



ISSUE 66 JANUARY '95

Cover - Shadow Fighter
Coverdisk - Shadow Fighter, Premier Manager 3, Mortal Kombat offer
Features - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)
Reviews - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 & many more!
GTGAs - Ishar 3 Pt 3, Robinson's Requiem Pt 2



ISSUE 67 FEBRUARY '95

Cover - ATR
Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special
Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey
Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu
GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion



ISSUE 68 MARCH '95

Cover - Alien Breed 3D
Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War
Features - Alien Breed 3D, Film '95, Get a Life
Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Raketz, Theme Park CD32, X-11
GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggil
PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



ISSUE 69 APRIL '95

Cover - Comic Relief Four Disk Special
4 Coverdisks! - Turbo Trax, Sperris Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7 - £4 to Comic Relief!)
Reviews - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax
GTGAs - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball
PLUS Previews - Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Sperris Legacy



ISSUE 70 MAY '95

Cover - Manchester Utd - The Double
Coverdisk - Kwok's Game, PM3 Multi-Editor, Sperris Legacy, Sensible Massacre 2, Demon
Features - The End?
Reviews - Angst, Ants, Champ Manager Italia '95, Man Utd - The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz
GTGAs - Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War
PLUS Previews - Colonization, Last Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager

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MY FIRST LETTER

Dear Wall [good start],
I'd like to congratulate you for a crap mag. Well it's not that crap, it's just crap okay. It's gone downhill from around issue, hmm, let's see, 33. Look at the logo for example, it was much cooler then, a nice blue, red and white one. A bit more imaginative than a plane (sic) yellow one don't you think? And the Super Leagues only used to take up a double page. You could fill up those other two pages with this letter. Here are some questions that only God can answer:

- 1) What the hell does AGA stand for? Agnus Advanced Aardvarks, Advanced Graphics for Argos? You may have explained it in the mag but I've only started buying it again recently.
- 2) Is it just me or have I spotted a mistake in a mag that declares itself the world's best Amiga mag? [Bland question so when in Rome do as Paul does.]
- 3) Is Mr McNally related to Alfred Chicken as they're both dickheads? [oh dear!]
- 4) Why are Paula, Agnus and Denise so cool?
- 5) Why are the Prodigy so... [okay we get the gist].
Prophet of Rage, Hades

How unfortunate for you that I'm writing these pages on the month you choose to start slagging me off. Ah well, we'll go through the motions of answering your questions in a minute, but as for the logo, well look at it this way: I'm sure that in years gone by your mum and dad had their front room painted in ridiculous colours like banana and rust or something, but as time went on and fashions changed they sacked this two-tone farce and painted it white. The same with our logo. It looked eighties, in fact it was eighties, and now it's as recognisable as it ever was, just not multi-coloured! Erm, what exactly did you want to know again?

- 1) AGA? I'll answer your question with a question. Why do you care?
- 2) Even the best make mistakes, you're just a bit sad for spotting that one!
- 3) Are you sure I'm the dickhead? After all it isn't me who's writing to a computer magazine asking what AGA stands for is it?
- 4 & 5 etc) Because they just are! Now away with you.

POOH-POOH-POOH-POOH-POOH

Help! Aliens have just landed in my back garden. [Is this some kind of wind-up? He hasn't really got food poisoning has he? You're just bullying me with all these mad letters.] They all look like small green versions of that bloke from the crystal maze with pointy ears. I think they have got black leather thongs and bondage gear with them. They might want to carry out some sort of sexual experiment... [at this point there were a lot of references to backsides which we could never print no matter how broadminded we became.]
Del, No address

Trust me to get mad month, I just want a normal letter. Ask me anything, even about hard drives, I don't care, I just want a proper letter to get on with!

GONE ALL TREMBLY

Hallo,
I am writing, if you please, to, ow do you say, make you having the understanding of the letter in AA68 [sickly, sinking feeling].

I am assuring you it is of the most easyest to be read. He is of the wanting for you to be sending him the information on the joystick and also sending him the picture. Simple! I am also used to be having the Michael taken out of my axent. You is forgetting that "Firass" is not of the English and rideculeeling heem is not nice. I am also of the thinking that you should apologize. It ees people liken you that are making me having the joke at my axent.

So I am wanting now for you to be sending the five games from the cupboard for the star letter. I thank you.

Ossie Ardiles, [erm, Tottenham]

It's not fair. The first letter was abusive, the second was positively mental, and now this! No wonder Commodore is in the state it is. If you won't write proper letters I'm off. I'm packing my bags and going. We toil hard every month to produce this bloody magazine and the only responses we get are from Scotsmen doing impressions of some Greek version of Ossie Ardiles. Did I ask to do this? I don't think so!

AT LAST!

Less than seven months ago I bought the superb MicroProse wargame "Fields of Glory" and have enjoyed playing it immensely. However, I paid almost £36 for it and now the game has been released on the new Power Plus range for only £17, almost £20 less than it was selling for a couple of months ago!

While I understand that games will inevitably be re-released as budget eventually, I'd have thought that MicroProse would have had the decency to wait a while longer, say until the game was a year or so old, before reducing the price.

I, and no doubt everybody else who bought the game, feel a little cheated, knowing that if we had waited a mere couple of months more, we could have got it at less than half the price. In future I'll be very wary of buying new full-priced products.

David O'Conner, Dinnington

And then there was light! Could it be a real letter? MicroProse obviously saw fit to release the game on budget feeling that it was not going to sell many more copies at full price. £17 is still quite a lot of money for a reduced price game, but I understand your point. Having said that, you say it came out seven months ago, and assuming you bought it straight away, you have been playing it for quite a while. I believe we will see more and more games coming out quickly on budget in the near future as companies try and make as much money as possible from the Amiga platform. There, that was serious enough.

THE CHOSEN ONE

When I entered into the Amiga world about 12 months ago, I bought every Amiga magazine I could. Obviously this took a fair amount of my cash so I decided to cut down, and seeing as I would like to get more involved with the technical side of the Amiga (as it is obviously a very powerful machine with great potential and is a real home computer as opposed to those word processors that profess to be multi-tasking when we all know that there is only one true multi-tasking computer), I would only buy one games magazine in the future.

Token Star Letter

GET YOUR BIG ISSUE!

I have been buying Amiga Action since September '92 and I think it should be cheaper because I only get £20 to spend each month. £15 of this money disappears on school dinners and the measly £5 I have remaining buys Amiga Action. Over the last five years I have only bought two games - Streetfighter II and Mortal Kombat for my Amiga 600. I have been dying to play Super Streetfighter II, Mortal Kombat II and Shadow Fighter, but I can't afford them.

The only thing I can suggest to make my life easier is that either Amiga Action should be cheaper or you could send me one of the games I have been dying to play. I would be very, very grateful.

Yours dying of boredom, Wahid Khan, Bradford

We're always open to suggestions Wahid, and yours is one of the most sensible we've ever received. From next month Amiga Action will be absolutely free! We'll have fifteen coverdisks each month and every reader who sends us an SAE will receive it back by return of post full to bursting with diamond necklaces and enormous lumps of pure platinum.

Obviously none of this is true, so I'll take on the role of your temporary financial advisor instead. Let's look at the facts. You get £5 a month to spend, that's £1.25 a week or just over 17 pence a day. You blow £3.99 on Amiga Action leaving you with a pound and a penny (or just over three pence a day). What are you complaining about lad? It'll only take you 833 days to save up for a new game, and by then it'll be out on budget (see letter above). Oh sod it, you can have Shadow Fighter.

Talkback

Now it may or may not please you to know that it is your magazine that I have chosen to continue to buy. The reasons for this are quite simple really.

First off, your reviews seem to be honest and the personal preferences of the reviewer rarely interfere with their thoughts on particular attributes of games, unlike other mags who slag off and mark down games just because they're not the type they're interested in.

I remember reading a review in one magazine about a battle of the beat'em-ups, and Mortal Kombat II was given the vote over Shadow Fighter purely because MKII was better known and it would probably sell more copies over the Christmas period. WHAT UTTER TOSH! I am not a particular fan of beat'em-ups, but if a game comes along and knocks the number one game off the top spot then it should be given the verdict and the number one title.

Secondly, you do not abuse your readers for sending letters in and you reply in a professional manner *[are you sure you've sent this in to the correct magazine?]*, and if you have no answer then this is admitted. The other two games magazines seem to have taken it upon themselves to stand on a pedestal and humiliate their readers and supporters who dare to communicate with the ALL POWERFUL ONES. Where is their professionalism?

This brings me to my final reason for choosing your magazine: you listen to your readers. I filled in your questionnaire at the beginning of the year and one comment I made was that your cover designs do not jump out at the potential customer and say BUY ME! I also mentioned that I considered them a bit drab compared to other magazines. Now, I may not be the only one who made these comments, or you may have ignored them completely, but I have noticed a change for the better in your cover designs. Combined with the manner in which you reply to readers' letters, this leads me to think that you took these comments on board and acted upon them. Good for you, it shows that you are not cocooned in your own egos and that you really do value your customers.

Therefore my main reason for buying Amiga Action is that it is a professional magazine.
PW Casson, Bristol

You'll never know how close this came to being the Star Letter for that torrent of praise mate! It's always good to get a complimentary letter, especially as these days we seem to have an awful lot of people slagging us off for little or no reason.

We always act on the feedback we get from a Reader Survey, after all there's little point in running one and then ignoring the results. As for your point about the covers, we all think that our Art Editor Fiona has been doing some great work recently, especially with the problems she's faced trying to design something round three or four coverdisks which don't leave much room for her to be arty and colour things in like she did at school.

It's not for me to comment on other titles but we're glad you've chosen to stick with us!

MORE FAN MAIL

My boyfriend bought your magazine today and I had a flick through it (actually I only looked to see if it was decent as it was getting more attention than me!) Anyway, I happened to stumble upon your Talkback section and really enjoyed it – the fact that it was the only bit I understood doesn't matter.

Please keep your witty comments coming so that other gurlies who know nothing about computer games (like me) can enjoy your mag as well. Oh, and I think James Sharples does fancy you and you should go for it!

Finally, do you give games away for good letters? If so, I think this is a good letter and I would like an easy, cute, walk around and collect things sort of game, if you have one spare. Thanx.
Louise "no nickname" Walker

Tragically Louise we can't help you out. All our cute games are in use at the moment, but maybe one day. I thought you said you didn't know anything about computer games anyway?

Unfortunately I can't take all the credit for the letters pages because I haven't done them before, but I'll bask in what little glory there is. I thank you.

BACK TO NORMAL

I am writing to complain *[for that is your right as a consumer]* about your Giving the Game Away section. In your April issue you

printed tips for Lords of the Realm. These tips are virtually identical to those printed in The One. Your Zeewolf tips were also the same as those in The One. You are often hinting that you think The One is crap (I agree, I'll never buy it again), but you don't seem to mind raiding their tips sections. Needless to say, Daniel Wiley doesn't deserve a prize for "his efforts" as he either lifted the tips for Zeewolf from The One or sent tips to both magazines and was rewarded twice.

John Valentine, Manchester

Erm, you're right, you're absolutely right, but unfortunately we can't forbid readers from submitting their solutions to more than one magazine. We don't steal tips from people (often), but generally all the mags get the same cheats at the same time.

I don't think we've ever hinted anything about The One being crap. I quite like it actually, for the record (are you reading this Andy?), but tragically they aren't quite as sleek as ourselves. Obviously.

PIDGIN ENGLISH CORNER

My name is Mario Morela and I have 22 years. In my spare time I usually programming in C on my PC486DX33 computer, playing games, listening to music, writing articles, watching movies, reading books and comics and playing board games.

I am very, very big fan of your Amiga Action magazines, but unfortunately I don't have not a one of your magazines!!! In my country is near war conditions, economic disaster. Yesterday I took last two eggs and I heard my mom, "Don't take that eggs, this is last ones!" Economic situation is terrible, I'm just looking to leave this country and to go west to find job because here my monthly wage is under 100 Dem!!! Next three generations of young mans will be without work, but my spirit is strong and I don't give up, I am not an autodestructive person.

In my country everything is pirated and I am tired of pirates!! There are no worse disaster of situation when free man (ME!) was born in the country of SLAVES, it is GOD'S PUNISHMENT!

Please give me just a sign of care, show your humanity, send me few Amiga Actions please. You know if you send me this I'll be the happiest man in the world that day. I need some hope and something to forget (if only for a moment) my problems. I will never forget your generosity. It is really sad that a true fan of your work have not money. I am sure I will never beg you for this. It is just your goodwill. Will you help me or

not? Just please don't say ignorance is bliss. My situation is very hard, this is f***ing rat's year and figures are moving fast, this is really bad year for me! It ain't like in the movies at all. I am in deep s**t and I'm just wait some s**tmans to dig me up – joke *[and not a very funny one]*.

God bless you all! I wish you all the best from me and my friends who really respect your work and your desire to make something worthwhile!

Mario Merela, Yugoslavia

Right, fair enough. I don't quite know where to start. I have to admit to not understanding most of your letter but then you probably wouldn't understand me if I wrote to you in Slavic! I'm going to send you some mags if only because I'm very, very scared of you. Hopefully you'll get them, what with postal restrictions and all, so don't fret.

DOMINIK WHO?

The thing that is really bugging me at the moment is how the people who only own consoles relate to and describe Amiga owners. It never really bothered me until I watched a computer games programme on Channel 4 and an Amiga owner wanted help from the Master! His reply was, "Yes, you Amiga owners need all the help you can get." That pushed me over the edge, so when a couple of my friends started going on a bit I snapped and pointed out a few facts to them about how they can only buy a new game for their consoles every three months because of the extortionate price of cartridges, whereas I can buy maybe two or three games a month for my A600...etc
Leighton Armstrong, Brighouse

Chill out Leighton, it's not worth worrying about. Anyway, that's enough of the letter-answering banter for this month. Paul will probably be back for the next issue so direct your usual abuse towards him! Bye then.

Send disturbingly large piles of gaily coloured gerbil droppings to:

**Paul Roundell,
Talkback,
Amiga Action, Media
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Final Conflict	Rick Dangerous	Winter Camp
Fire Force	Rugby Coach	Worlds at War
Galactic Warrior Rats	Santas XMAS Capers	World Champ. Bowling
Guy Spy	Shuffle Pack Cafe	Manager
Huckle Berry Hound	Sink or Swim	Zool
Hungary for Fun	Soccer Star World Cup	

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CD32

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Superleagues

Well... not a great deal of change in the leagues this month, largely due to the almost relentless pile of turgid filth we reviewed last month. Saving graces were Super Skidmarks and Man Utd: The Double (but not for long eh lads?)

Arcade Adventure

- 1 **FIRST SAMURAI**
Mirrorsoft
- 2 **ROBOCOP 3**
Ocean
- 3 **D/GENERATION**
Mindscape
- 4 **SECOND SAMURAI**
Psygnosis
- 5 **HUNTER**
Activision
- 6 **ANOTHER WORLD**
US Gold



- 7 **JURASSIC PARK**
Ocean
- 8 **HEIMDALL**
Core Design
- 9 **THE IMMORTAL**
Electronic Arts
- 10 **GOLD OF THE AZTECS**
US Gold
- 11 **CADAVER**
Renegade
- 12 **MOONSTONE**
Mindscape
- 13 **CORPORATION** + Mission Disk
Core Design
- 14 **LITIL DIVIL**
Gremlin
- 15 **SPACE CRUSADE**
Gremlin
- 16 **HERO QUEST** + Data Disk
Gremlin
- 17 **ASHES OF EMPIRE**
Mirage
- 18 **CYBERCON III**
US Gold
- 19 **SWORD OF HONOUR**
DMI
- 20 **LORDS OF TIME**
Software Business

Adventure

- 1 **VALHALLA/BEFORE THE WAR**
Vulcan
- 2 **MONKEY ISLAND 2**
US Gold
- 3 **INDY/FATE OF ATLANTIS**
US Gold
- 4 **BENEATH A STEEL SKY**
Virgin



Second Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**
Interplay
- 6 **SIMON THE SORCERER**
PDQ
- 7 **DREAMWEB**
Empire
- 8 **LEGEND OF KYRANDIA**
Virgin
- 9 **LURE OF THE TEMPTRESS**
Virgin
- 10 **SECRET OF MONKEY ISLAND**
US Gold



- 11 **CURSE OF ENCHANTIA**
Core Design
- 12 **RISE OF THE DRAGON**
Dynamix
- 13 **DARK SEED**
Cyberdreams
- 14 **BLOODNET**
Gametek
- 15 **THE CLUE**
Black Legend

- 16 **LABYRINTH OF TIME**
Electronic Arts
- 17 **MADDOG WILLIAMS**
Game Crafters
- 18 **INDY/LAST CRUSADE**
Lucasfilm
- 19 **KGB**
Virgin
- 20 **MEAN STREETS**
US Gold

Shoot'em-up

- 1 **CHAOS ENGINE**
Renegade
- 2 **DESERT STRIKE**
Electronic Arts
- 3 **SKELETON KREW**
Core Design
- 4 **TOWER ASSAULT**
ATeam 17
- 5 **GUARDIAN**
Acid
- 6 **ALIEN BREED 2**
Team 17
- 7 **BANSHEE**
Core Design
- 8 **PROJECT-X**
Team 17
- 9 **ALIEN BREED '92**
Team 17

- 10 **BLOOD MONEY**
Psygnosis
- 11 **ALIEN BREED**
Team 17
- 12 **JUNGLE STRIKE**
Ocean



- 13 **TURRICAN 3**
Renegade
- 14 **SEEK AND DESTROY**
Mindscape
- 15 **WALKER**
Psygnosis
- 16 **SILKWORM**
Virgin
- 17 **SWIV**
The Sales Curve
- 18 **TURRICAN 2**
Rainbow Arts
- 19 **OVERKILL**
Mindscape
- 20 **ZEZWOLF**
Binary Asylum

Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**
Renegade
- 2 **MAN UTD: THE DOUBLE**
Krysalis
- 3 **FOOTBALL GLORY**
Kompart
- 4 **SENSIBLE SOCCER**
Renegade
- 5 **GOAL**
Virgin
- 6 **SPEEDBALL 2**
Renegade
- 7 **PRO TENNIS TOUR 2**
Ubi Soft
- 8 **MAN UTD LEAGUE CHAMPS**
Krysalis
- 9 **PGA EUROTOUR**
Ocean





Tower Assault

Team 17 91% Issue 65

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



10 PREMIER MANAGER 3

Gremlin

11 JOHN MADDEN

Electronic Arts

12 PGA TOUR GOLF + Data Disk

Electronic Arts

13 PREMIER MANAGER 2

Gremlin

14 GRAHAM GOOCH CRICKET

Audiogenic

15 PREMIER MANAGER

Gremlin

16 MICROPROSE GOLF

MicroProse

17 ON THE BALL

Daze

18 WORLD CLASS RUGBY

Audiogenic



19 BRUTAL SPORTS FOOTBALL

Millennium

20 WINTER OLYMPICS

U.S. Gold

Flight Simulation

1 REACH FOR THE SKIES

Virgin

2 FLIGHT OF THE INTRUDER

Mirrorsoft

3 GUNSHIP 2000

MicroProse



4 FALCON & MISSION Disks 1 & 2

Mirrorsoft

5 TFX

Ocean

6 TORNADO

Digital Integration

7 F117A

MicroProse

8 COMBAT AIR PATROL

Psygnosis

9 B17 FLYING Fortress

MicroProse

10 OVERLORD

Virgin



SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



11 DOGFIGHT

MicroProse

12 THUNDERHAWK

Core Design

13 F-19 STEALTH FIGHTER

MicroProse

14 THEIR FINEST HOUR + Data Disk

Lucasfilm

15 F-16 COMBAT PILOT

Digital Integration

16 A320 AIRBUS USA

Thalion

17 BATTLEHAWKS 1942

Lucasfilm

18 FIGHTER BOMBER

Activision

19 A320 AIRBUS

Thalion

20 A-10 TANK KILLER V1.5

Sierra

4 LOTUS ESPRIT TURBO CHALLENGE

Gremlin

5 BUMP N BURN

Grandslam

6 FORMULA ONE GRAND PRIX

MicroProse

7 SUPERCARS 2

Gremlin

8 ROADKILL

Acid Software

9 LOTUS TURBO CHALLENGE II

Gremlin



Racing

1 SUPER SKIDMARKS

Acid Software

2 TURBO TRAX

Arcane

3 SKIDMARKS

Acid Software

10 ATR

Team 17

11 POWERDRIVE

US Gold

12 OVERDRIVE

Team 17

13 STUNT CAR RACER

MicroStyle



Super Skidmarks

Acid Software 92% Issue 70

No sooner has Turbo Trax superceded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.



Valhalla

(and Valhalla: Before the War)
Vulcan Software 94%
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.





Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.



14 NO SECOND PRIZE

- 14 **NO SECOND PRIZE**
Thalion
- 15 **NITRO**
Psygnosis
- 16 **LOTUS III**
Gremlin
- 17 **LAMBORGHINI**
Titus
- 18 **F17 CHALLENGE**
Team 17
- 19 **MICRO MACHINES**
CodeMasters
- 20 **JAGUAR XJ220**
Core Design

6 IK+

- 6 **IK+**
System 3
- 7 **BODY BLOWS**
Team 17
- 8 **PANZA KICK BOXING**
Futura
- 9 **TORVAK THE WARRIOR**
Core Design
- 10 **BODY BLOWS GALACTIC**
Team 17
- 11 **BUDOKAN**
Electronic Arts
- 12 **STREETFIGHTER II**
US Gold
- 13 **ORIENTAL GAMES**
Unknown
- 14 **AFTER THE WAR**
Dynamic
- 15 **VIGILANTE**
US Gold
- 16 **WRATH OF THE DEMON**
Readysoft
- 17 **SHADOW WARRIORS**
Ocean
- 18 **FINAL FIGHT**
US Gold
- 19 **NINJA WARRIORS**
Virgin
- 20 **GOLDEN AXE**
Virgin

Beat'em-up

- 1 **MORTAL KOMBAT II**
Acclaim
- 2 **RISE OF THE ROBOTS**
Mirage
- 3 **MORTAL KOMBAT**
Virgin
- 4 **ELFMANIA**
Renegade



- 5 **SHADOW FIGHTER**
Gremlin

Strategy

- 1 **SIMCITY 2000**
Maxis
- 2 **SETTLERS**
Kompart
- 3 **THEME PARK**
Electronic Arts

4 UFO

- 4 **UFO**
MicroProse
- 5 **DETROIT**
Impressions
- 6 **POWERMONGER** + Data Disk
Electronic Arts
- 7 **UTOPIA** + Data Disk
Gremlin
- 8 **MEGA LO MANIA**
Mirrorsoft
- 9 **POPULOUS II**
Electronic Arts
- 10 **CIVILISATION**
MicroProse
- 11 **DUNE II**
Virgin
- 12 **K240**
Gremlin
- 13 **PIRATES! GOLD**
MicroProse
- 14 **CAESAR**
Impressions
- 15 **SABRE TEAM**
Krisalis
- 16 **REUNION**
Grandslam
- 17 **D-DAY**
Impressions



- 18 **LORDS OF THE REALM**
Impressions
- 19 **GLOBAL EFFECT**
Electronic Arts
- 20 **DREADNOUGHTS**
Turcan Research

Arcade Strategy

- 1 **CANNON FODDER**
Virgin
- 2 **FRONTIER - ELITE 2**
Gametek
- 3 **LIBERATION**
Mindscape
- 4 **ELITE**
Rainbird
- 5 **SYNDICATE**
Electronic Arts
- 6 **SPACE HULK**
Electronic Arts



- 7 **ARMOUR-GEDDON**
Psygnosis
- 8 **DYNABLASTER**
VBI
- 9 **THE KILLING CLOUD**
Mirrorsoft
- 10 **HEIMDALL 2**
Core Design



- 11 **CANNON FODDER 2**
Virgin
- 12 **FLAMES OF FREEDOM**
MicroProse
- 13 **HIRED GUNS**
Psygnosis
- 14 **STARGLIDER 2**
Rainbird
- 15 **THEATRE OF DEATH**
Psygnosis
- 16 **STORM MASTER**
Silmarils
- 17 **SPECIAL FORCES**
MicroProse
- 18 **NORTH AND SOUTH**
Infogrames
- 19 **WAR IN THE GULF**
Empire
- 20 **PIRATES**
US Gold

Platform

- 1 **LION KING**
Virgin
- 2 **ALADDIN**
Virgin
- 3 **JAMES POND 3**
Millennium
- 4 **RUFF 'N' TUMBLE**
Renegade
- 5 **FLASHBACK**
US Gold
- 6 **SOCCER KID**
Krisalis
- 7 **PUTTY SQUAD**
System 3
- 8 **BUBBLE N SQUEAK**
Audiogenic
- 9 **SUPERFROG**
Team 17
- 10 **NAUGHTY ONES**
Kompart



Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.





Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, *Syndicate* remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the *Lemmings* returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for *Lemmings* fans to wet themselves all over again.



Aladdin

Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



11 OUT TO LUNCH

Mindscape

12 KID CHAOS

Ocean

13 ZOOL

Gremlin

14 THE ADDAMS FAMILY

Ocean

15 ASSASSIN '94

Team 17

16 ASSASSIN

Team 17



17 PREMIERE

Core Design

18 GODS

Renegade

19 FURY OF THE FURRIES

Mindscape

20 ZOOL 2

Gremlin

Puzzle and Quiz

1 LEMMINGS 2

Psygnosis

2 BENEFACITOR

Psygnosis

3 OH NO! MORE LEMMINGS

Psygnosis

4 LOST VIKINGS

Interplay

5 DIGGERS

Millennium

6 PIPEMANIA

US Gold

7 ONE STEP BEYOND

Ocean

8 PUSH-OVER

Ocean



ALL NEW WORLD OF LEMMINGS

Psygnosis

HUMANS/JURASSIC LEVELS

Mirage

Role Playing

1 AMBERMOON

Thalion

2 DUNGEON MASTER

Psygnosis

3 CHAOS STRIKES BACK

Psygnosis

4 EYE OF THE BEHOLDER II

US Gold

5 LEGEND

Mindscape

6 KNIGHTMARE

Mindscape

7 ISHAR 3

Daze



8 AMBERSTAR

Thalion

9 BLACK CRYPT

Electronic Arts

10 MIGHT AND MAGIC III

US Gold

Bat 'n' ball

1 PINBALL ILLUSIONS

21st Century

2 PINBALL FANTASIES

21st Century

3 PINBALL DREAMS

21st Century

4 ARKANOID 2/REV OF

Ocean

5 SHUFFLEPUCK CAFE

Ubisoft

6 ARKANOID

Ocean

7 KRYPTON EGG

Rainbird

8 BUNNY BRICKS

Silmarils



9 LORDS OF WAR

Rainbow Arts

10 BOTICS

Krisalis

What the hell's going on?

Once again – the new Superleagues work pretty much as they always did, only instead of six bland pages of the pointless lists that you seem to crave, we now have four. The recommended boxes are top games from each category that are still available to buy in the shops – games that we think your collection should include. So, there you have it – the Superleagues stay due to public demand, but we did manage to bugger about with them a bit.

Swap Shop



SWAP SHOP, ER... RETURNS!

We could lie, we could fib, we could furnish you with feeble untruths... but the simple facts are thus. We forgot that the world tour had ended until the last minute. The printer's were beating the door down to get their hands in it so in pathetic desperation we wrote this. Hope you like it :)

Mega Drive £35, 3 games, Master System 5 games. Ring Ben on 01403 741699 in Horsham. Also, anyone got a cheap external drive? Sell FIFA International Soccer £19 or swap for Championship Manager 94 and 95 data disk. Phone 01670 367737.

Swap Rise Of The Robots for Elite 2 or UFO, SWOS, Mortal Kombat 2, Theme Park. Ged McDonnell, 19 Laurel Grove, Greenacres, Dundalk, Co. Louth, Rep Of Ireland.

Magazine back issues A. Shopper 1-36, A. Computing 1-64, A. Format 1-42, ST/Amiga Format 1-13, includes all disks offers for sets, may split. Phone 01773 743789

Wanted badly, Death Knights Of Krynn, Silver Blades etc. Any TSR RPG. Good prices paid. Phone 0181 657 0315.

Contacts worldwide for Amiga 1200. Penpals 500 users welcome to swap games, demos hints. Everyone replied to Australia 069 312090.

Sell Citizen Swift 9 Printer boxed as new £50. Also Home Office Kit, manuals etc £25. Phone 01322 864749.

A1200 for sale 5 AGA boxed games joysticks, mice, leads, NUL modem Cable, disk boxes. All boxed £350. Phone 01768 889773.

A1200 for sale 120mb HD (internal). Loads of games boxed £400. Phone on Sundays. 01903 231243.

A600, monitor, colour printer, B&W scanner, Midi interface + softw. Onver £100 of games, 2 joys, 1 mouse. All boxed £425. Offers available, phone 01904 477986.

A1200 for sale plus external disk drive 5 joysticks, 2 mice, £550 worth of games and 200+ disks. 50+ worth of mags and more. total £1300. Sell for £700. Steven Foley, 6 Brigadier Hill, Enfield, Middlesex EN2 0NQ. Phone 0181 367 3126.

For sale Sensible Soccer 92/93, kick Off 3 A1200, Team 17 Collection Vol. 1, Street Fighter 2. All boxed and brand new. Alan Archer, 21 Vandyck Ave, Keynsham, Bristol. BS18 1LE.

CD32 Spectacular Voyage package 6 top games still sealed. 12 month warranty. genuine reason for sale. Bargain £175 o.n.o. More details on 01642 491262.

Amiga CD32 plus 9 games, mags, discs, warranty £150. Phone Larne 01574 277596. Ask for Kenneth.

Wanted Workbench V2+ for Amiga 500. 1 Meg. Mr. S. Tilley, Zeppelin House, Webbs Yard, Bow Street, Langport, Somerset. TA10 9PS.

Game Boy with loads of extras eg. Game Genie, Carry Case, Magnifier light, 4 games boxed as new £70 ONO. Ring Oliver on 0282 696205.

For sale Amiga A600 1 Meg, mouse mat, joysticks, joypad. 60+ games, demos, games boxes, many top titles, mags £250 or swap for Amiga 1200 with no games. Phone 0131 442 3121.

Will swap Jungle Strike for Syndicate American Campaign or Sim City Deluxe or 2000. Boxed and in good condition. Phone 01603 701197.

For sale. Dynablaster with adaptor £30 or swap for 2 top titles. Buyer pays for P&P, Nigel Byatt, 17 Knight Ave, Gillingham, Kent. ME7 1UE.

Will swap Jungle Strike for Football Glory or Tornado (AGA). Boxed and in good condition. Call Stephen on 01603 701197. [Try putting them on one form next time Stephen eh. One pound isn't really that much cash is it. Your saving after buying another stamp is approx 75p. Scrooge- Ads typist].

For sale. Dynablaster with adaptor £30 or swap for 2 top titles. Buyer pays for P&P, Nigel Byatt, 17 Knight Ave, Gillingham, Kent. ME7 1UE.

Will swap Jungle Strike for Football Glory or Tornado (AGA). Boxed and in good condition. Call Stephen on 01603 701197. [Try putting them on one form next time Stephen eh. One pound isn't really that much cash is it. Your saving after buying another stamp is approx 75p. Scrooge- Ads typist].

Computer games for sale. Ranging from UN Squadron up to Cool Spot, Pugsy, Cliffhanger, Bump N' Burn. Accept decent price or swap. Mark Burdus, 23 Kempeley Road, Okehampton, Devon. EX20 1DI. Phone 01837 53789.

Wanted: C64 5 1/4" Disk Drive. Also looking for C64 games on tape and disk. Originals in good condition. Phone 01224 572026.

Swap/sell Cannon Fodder 2, Jungle Strike, Football Glory, X-It, Burn Time, Alien Breed, latest and oldest titles. Phone 0742 699544.

Selling Second Samurai, Battle Isle 93, £10, Lure Of the Temptress 38, Flight Of Intruder, Harlequin £6, Conqueror £4. Phone 01633 891340.

Got an Amiga 500+? Pen pals wanted for swapping games, info etc. All letters answered ASAP. Peter Grainer, 104 Long Henry Row, Parkhill, Sheffield. S2 5RR.

For sale, Theme Park, Syndicate Plus Extra Missions disk, Pinball Illusions £15 each, Robocop 3, Desert Strike £10 each, all boxed with instructions. Ring Peter on 0181 303 8888, evenings.

Sega Game Gear, 9 top games, Master System convertor, mains adaptor, carry case. All boxed for £90. please ring 01630 654130.

Amiga 500, joystick, mouse + mat, 1 Meg, extra drive, cyclone and many games swap for 3DO or Jaguar. Will sell for £200. David, Flat 1, 124 St Georges Rd, Hull. HU3 3QE.

Wanted RAM for A1200 1Meg or 2 Meg. Must be cheap. Willing to swap any of my boxed games. Call please on 01922 496806.

A500 (1 Meg), accessories, games (boxed) plus video 4 head, 2 speed, remote (boxed) VGC. Wanted A1200, games, Steve, 47 Portland Gate, Portland Rd. West Hove, East Sussex. BN3 5NH.

For sale: Body Blows, KGB, Transarctica, Epic, Pacific Islands £5. Overdrive £10, UFO £15. Phone James on 01622 691485.

Sell Skidmarks, A-10, AV-8B, boxed originals for £20. Also Wordworth SE £15 or swap for Universe, KOTS, Subwar 2050, W.H.Y. Phone 01642 608737.

Wanted dead Amiga 1200's and Harddrives IDE only, cash paid contacts wanted. D clurde 32 treveneth Crescent, Newlyn, Penzance, Cornwall. TR18 5NG.

Desperately wanted: Shinobi, Ninja Warriors, Defender Of The Crown, Write or ring for lists. 100% reply. Ask for Sam. I'm after old classics. Samantha Powers, 99 Royal Park Ave. headingey, Leeds. LS6 1EZ. Telfax: 0143 2787319

A1200 for sale. 420M HD, Commodore monitor, 2nd Disk drive, 3 mice, joystick, hundreds of disks, dozens of games. £650 ONO. Nick Alldred, 15 Corbett Street, Droitwich, Worcs. WR9 7BQ. Tel: 01905 778051.

For sale. Apple Mac emulator for the Amiga 4.00. phone Matthew on 0181 524 4326.

For sale IBM emulator for the Amiga 4.00. Phone Matthew on 0181 524 4326.

For sale. 2 1/2 " hard drive including fixings, instructions RD prep and SCSI Jumper Cable, loads of On-line software supplied. £65 ono. Ring for info: Anne 0191 3860045.

Soccer Saturdays. Play by mail. to join just send SAE to Chris Ford @ 1 bradshaws, Hatfield, Herts for free starter pack.

Got any documents/ pictures to print but no printer? SAE's and 20p (WRP) 4 Sneyd Hall Rd, Bloxwich, Walsall, WS3 2NP.

Swap Beneath A Steel Sky for Zipstick joystick or Frontier Elite II. Must be compat with A1200. Write: J Molyneux, 83 Tanfields, New Church Farm, Skelmersdale. WN8 8NS.

CD32 for sale. £350 worth of games. Also mags and cover CD's. £350 the lot! Phone 01366 384217 between 5-7pm.

Who would like to swap PD? Send your list to me and I will send mine back. 100% reply. Write to Stefan Mansier, Coudorp 23, 4455 Ahniewdorp, Holland.

For sale: Premier Manager, Nick Faldo Golf £8 each. DP3, Monopoly Deluxe R-Type, Pro Tennis Tour £5 each. Call Steve 0116 2762018.

Swap Sensi Soccer for Football Glory. Sell: Jurassic Park (£15 ONO), Ghosts N' Goblins (£8 ONO), Turtles (£5 ONO). All boxed with manuals. Phone 01202 697342.

Sale or swap Street Fighter 2, Mortal Kombat and Sensible Soccer 92/93. Call Ant on 01246 812873.

Your name in print! PD and Shareware games reviews wanted for Fanzine. Write to: Matt 89 Northcourt Avenue, Reading. RG2 7HG.

I will swap Road Rash & Skid Marks for Beneath the Steel Sky or Frontier & pen pal wanted. Write to Paul at 55 Leamington Rd, reddish, Stockport. SK5 6BT.

Amiga 1200, 4Meg, 170 MB HD. Loads of games, external disk. Drive warranty. Tele 01952 404937 after 8:30pm for details. £500.

Wanted: Super cars 1 and/or 2. Please send address/phone number. Will reply. A500 only thanks. write to: Alan Lord, 19 beaconsfield, Witherinsea, Nth Hmberside. HU19 2EW.

I'll swap my Mega Drive + Sonic 1+2,

SwapShop

rambo III, FIFA, pads, EA Hockey, Madden, Space Harrier for an A1200, Brendan Street, 73 Boddington Gardens, Bigglewade, Beds. SG18 0PH.

For sale: cheap Amiga originals. All boxed, all working. Send for a list to: Gary Harvey, 163 Parkmore, Craigavon, Co. Armagh. BT64 2AG. N. Ireland. Tel: 01762 361362.

Sell FIFA Soccer £15 boxed. Andrew Burton, 97 Wickham Chase, West Wickham, Kent. BR4 0BQ.

A500, 1 Meg, boxed, 3 joysticks, mouse, mags 17 boxed originals including: Theme Park, Cannon Fodder, Chaos Engine, Sim City, Dizzy's Kind Words, 18 cover disks, cheat disk, 18 blanks, printer, offers. Daniel Smith 4:00. Phone 0121 682 3680.

Amiga games for sale. All boxed originals between £5-£15 each, call Tracey on 01535 671490.

Starting PD library. Please send disks. Male penpal wanted age 14. 100% reply. fraser Cruickshank, 9 Emerson Road West, bishopbriggs, Glasgow. G64 1QD.

For sale: CAP, Monkey Island 1/2, Indiana, Steel Sky, Knights! Sky, Links, Globdude. Plus 100 more. All boxed. Phone 01956 558024.

Wanted: Micro Machines, Jurassic Park, Dreamweb and Dark Seed. Must be v. good condition and original. Call Matthew on 01248 450262.

Wanted RPG games for Amiga 500 or clue books etc. or info where I can get any of the games. write to: Paul Ward, 61 Moor Grange Court, Moor Grange, Leeds. West Yorkshire. LS16 5EB

Sell A600, 2MB External Drive, Star Colour Printer, loads of software, mouse, joysticks £450, also power Scanner still boxed. Phone Adrian on 01524 849389.

PD from only 30p/55p! For free catalogue send SAE to 4 St Denys Close, Stanford In The Vale, Faringdon, Oxon. SN7 8NJ.

Amiga 600 wanted for a bit of chit chat plus swap hints, tips and games. 100% reply. genuine females welcome. Write to: Stephen Reed, 33 Egerton Road, South Shields, Tyne & Wear. NE34 0QH.

For sale SWOS, KO3, Power drive, Body Blows, Frontier, European Champs, Arcade Pool, Leader Board, World Class Rugby, Dogfight, Global Gladiators. Write: Chris Hardy, 73 Rutland Road, Saltergate, Chesterfield, Derbyshire. S40 1ND.

For sale: SNES, Carry Case, 2 controllers, converter and 8 games inc. Superstar Soccer, Rock N'Roll Racing, Super Tennis, Smash Tennis. £140. Write to: Chris Hardy, 73 Rutland Road, Saltergate, Chesterfield, Derbyshire. S40 1ND. Lots of cheats and tips on one disk.

All for just £3.50. Payable to Robert Wood. Send to: Robert Wood, 36 Thorpe Lane, Middleton, Leeds. LS10 4ER.

Anybody wanna buy a SNES? £100, 2 games, Starwing, SFII Turbo. 2 pads and Game Genie. All boxed with instructions. 1 month old. Write to: Jon Simmons, 16 Mill Street, South Kirkby, Pontefract. WF9 3HN.

Selling: Zeewolf, OTB WC £10. Bump N' Burn, Syndicate, Historyline £9. Caesar 2, Sportsmasters £8. Links, Strikefleet, Faldo, Gunship, Pinball Fantasies, Chaos Engine £7. Wanted: F16 manual (not Action 16) Flight of Intruder mission map. Good prices paid. Tel: John: 01983 866900.

For sale: Dark Queen of Krynn £15 (inc P&P). Write: Ann Castelow, 27 Costain Grove, Norton, Cleveland, TS20 1JW.

Swap Ishar 3, Hired Guns, Liberation, Frontier Elite 2 for SWOS, Rise Of The Robots, Lion King, Jungle Strike. Phone Grant: 01709 893878.

Amiga CD32 for sale, 2 external drives, SX1 module, 1 joypad, 1 mouse, 1 keyboard and 23 top games for £499. Phone 01702 203671.

Wanted: Times Of Lore, Imperium, Target revenge, Woody's World. Call Dan after 8pm. Tel: 01323 483465.

For sale: Shadow Fighter, Aladdin, Sensi World Of Soccer, Jungle Strike, Zeewolf, Cannon Fodder 2, Premier Manager 3, FIFA Soccer £5 each. Paul 0181 940 1935.

Pinkie, Ruff N' Tumble, Humans 2, Beast 3, Monkey Island 2, Simon The Sorcerer £15. Putty, Hook, Addams Family £7. Boxed originals. Write to: Thomas Scantlebury, 8 Alma Grove, Fulford Road, York. YO1 4DH. Swap Valhalla BTW, Innocent, theme Park (A1200), Simon Sorcerer wanted Lemmings 3, Steel Sky, UFO, FIFA Soccer. Write to: Nick Compton, 37 St. Michael's Rd. Warwick. CV34 5RS.

Wanted Floor 13. Will swap or buy at a reasonable price. Write to: D Chapman, 28 Sleetbeck, Roadhead, Carlisle.

Cannon Fodder 2 £15, Frontier £7. For sale or swap with SWOS. Also wanted Cannon Fodder 1. Phone: 01734 787536.

Soccer Kid, Police Quest, MK, Enchantia, Sierra Soccer, MUPLC for Temptress, Shadow Fighter, Simon Sorcerer, Wembley Soccer. Phone Joe: 01602 231162.

Microcosm CD32 boxed for only £10! or will swap for other decent games. Phone 01483 489146.

My Simon The Sorcerer, Heimdall 2, premier Manager 3 (all AGA), The Clue, Cruise for A Corpse for your Innocent Until Caught, On The Ball

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Amiga 500, joystick, mouse + mat, 1 Meg, extra drive, cyclone and many games swap for 3DO or Jaguar. Will sell for £200. David, Flat 1, 124 St Georges Rd, Hull. HU3 3QE.

Wanted RAM for A1200 1Meg or 2 Meg. Must be cheap. Willing to swap any of my boxed games. Call please on 01922 496806.

A500 (1 Meg), accessories, games (boxed) plus video 4 head, 2 speed, remote (boxed) VGC. Wanted A1200, games. Steve, 47 Portland Gate, Portland Rd. West Hove, East Sussex. BN3 5NH.

For sale: Body Blows, KGB, Transarctica, Epic, Pacific Islands £5. Overdrive £10, UFO £15. Phone James on 01622 691485.

Will swap Jungle Strike for Syndicate American Campaign or Sim City Delux or 2000. Boxed and in good condition. Phone 01603 701197.

For sale. Dynablast with adaptor £30 or swap for 2 top titles. Buyer pays for P&P. Nigel Byatt, 17 Knight Ave, Gillingham, Kent. ME7 1UE.

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